

Quest for Glory I

So You Want To Be A Hero

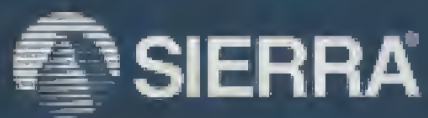


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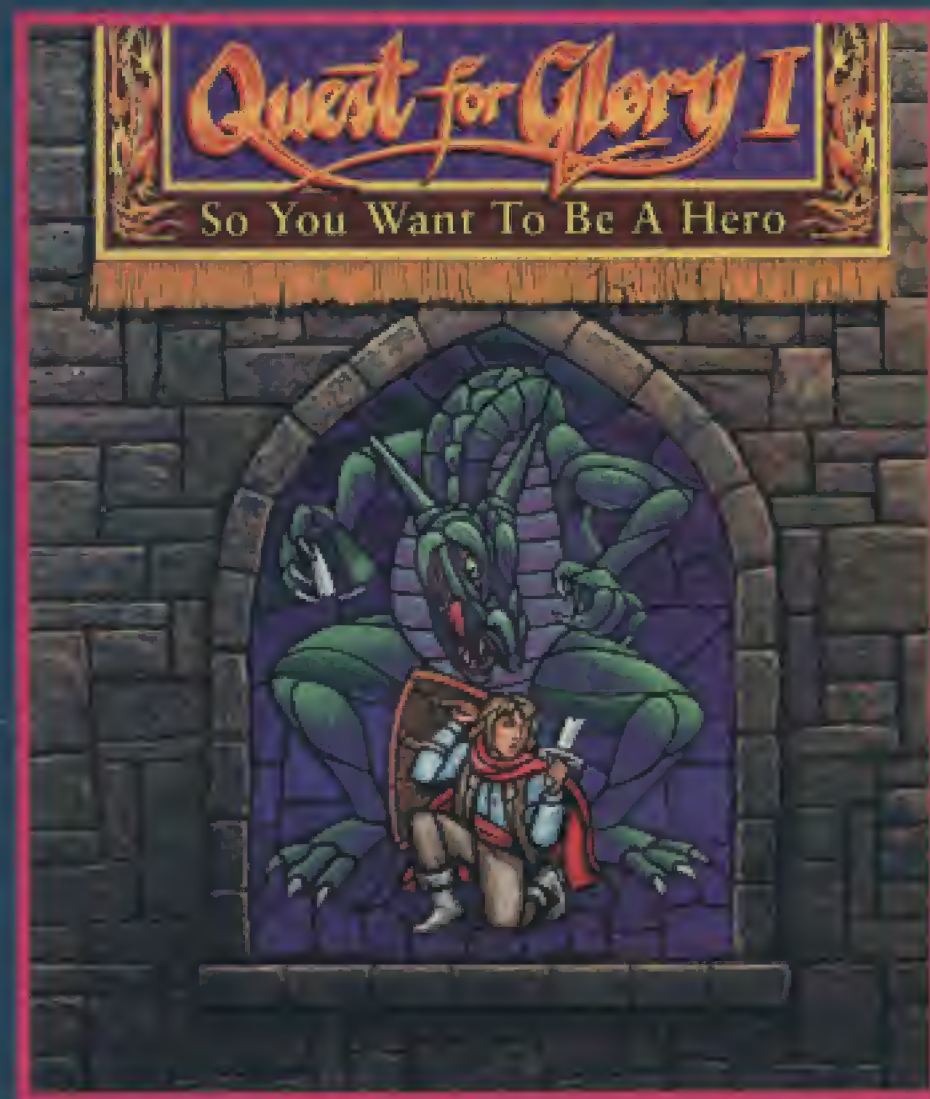
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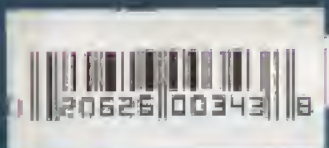



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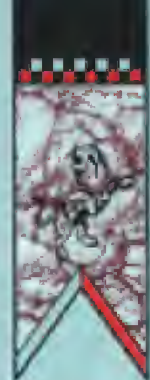




Quest FOR Glory II

DO YOU WANT
TO BE A HERO

HINTBOOK



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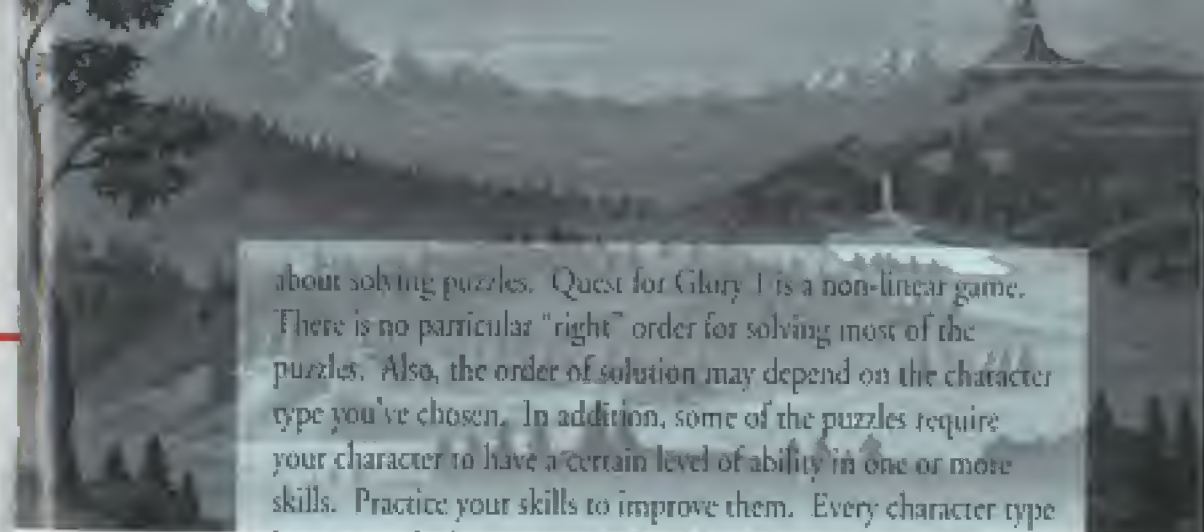
INTRODUCTION BY LORI AND COREY COLE

Hi! We hope you're enjoying the new version of Quest for Glory 1: So You Want to be a Hero. With all-new digitized 256-color VGA graphics, 3-D clay animation, music support for a long list of sound cards, easy to use point-and-click interface, and some new twists to the original story, we're proud to present you with this new version of Quest for Glory 1, designed to enhance the enchantment, humor and "sense of wonder" you experienced from the earlier release.

If you have never played one of Sierra's new games, before you go any further, take a moment to read your game documentation and become familiar with our new point-and-click interface. In fact, this hintbook has been re-written with the new point-and click interface in mind.

Quest for Glory 1 is the kind of game that we would like to play, and we are really proud of the results. Quest for Glory 1 is one of the first true role-playing adventure games. It combines the character skill development of computer role-playing games with the puzzle-solving and consistent story line of adventure games.

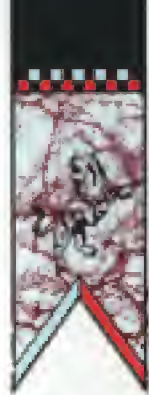
Unlike most computer adventure games, you have a choice of who your character is, what abilities he has, and how he goes



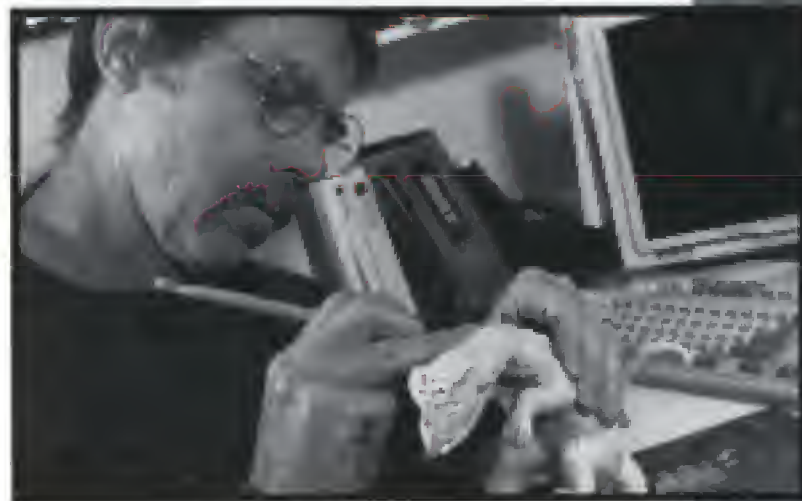
about solving puzzles. Quest for Glory 1 is a non-linear game. There is no particular "right" order for solving most of the puzzles. Also, the order of solution may depend on the character type you've chosen. In addition, some of the puzzles require your character to have a certain level of ability in one or more skills. Practice your skills to improve them. Every character type has a way of solving each puzzle. The type of skills your character has determines how he should solve the puzzles.

The Quest for Glory 1 series is set in a world full of magic, wonder and humor. The people you meet have unique personalities, and you will need to take this into account when talking to them. For this reason, we recommend that you do not read the final answer of each hint question unless you are desperate. These answers will get you through the game, but you will miss most of the fun. (For more details on the organization of this hintbook, see the page 14 entitled How this hintbook Works.) It's okay to make some mistakes—a real adventurer would! Besides, since this is a computer game, your "last mistake" doesn't have to be final. Save early and often.

Quest for Glory 1 is the first of the game sequence which takes the characters you create from their lowly beginnings as correspondence school adventurers through...well, that would be telling. Just note that the adventure does not end with this game. When you finish Quest for Glory 1, you will have the opportunity to save your character to play in Quest for Glory 2: Trial by Fire and Quest for Glory 3: The Wages of War.



WHAT'S NEW IN QUEST FOR GLORY



To create the realistic 3-D monsters in *Quest for Glory 1*, our artists turned to a process used in cartoon animation—clay animation. This process allowed us to make the characters you speak to and the monsters you fight seem almost too real. In fact, you can almost feel them breathing down your neck!

CLAY ANIMATION



To create the scary beasts and other characters, Art Director Arturo Sinclair gave his team of artists (Jon Brock, Jerry Moore, Willis Wong, Diana Wilson, Frank Ferrel, Jeff Crowe, Victoria Garland, Eric Kasner, and Roger Hardy Jr.) the freedom to re-create the characters from the original game using computer colorized clay animation.

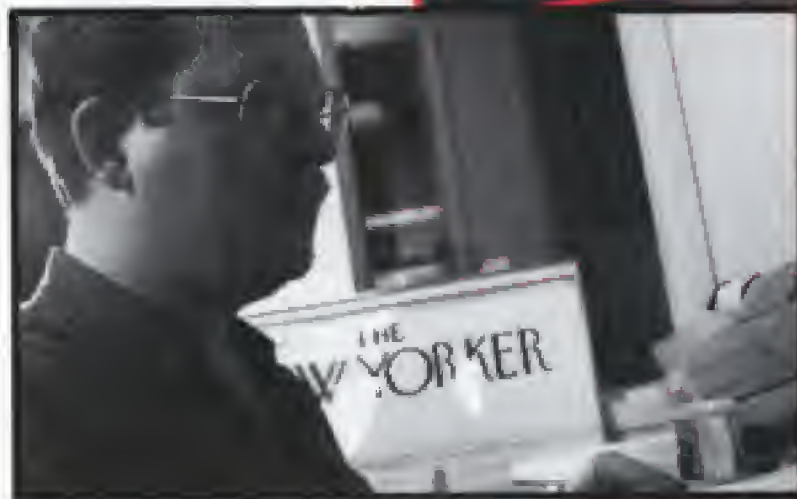


The process went something like this. Each artist began with an idea for a monster. Some sketched out their ideas while others just took the clay in their hands and began sculpting. Once a model was created to their satisfaction, they'd position it in front of the animation camera, add just the right lighting, then

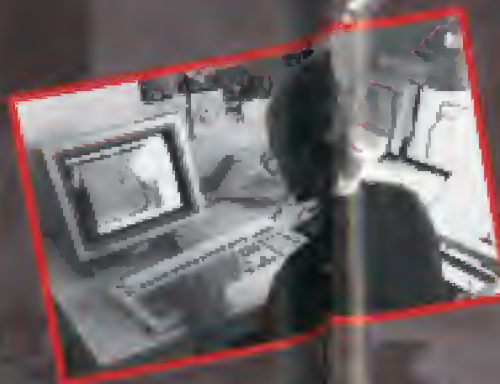


capture it on film (in black and white). The creature would be moved slightly and another picture would be taken. This process was repeated over and over until the perfect movements were recorded to bring the monster to life using 20 frames per second to create the smooth, realistic motion. Once on film, the monsters were digitized on the computer, then colorized a pixel at a time.

Along with the new clay animation sequences for the monster's battles and speech, Marc Hudgins created several additional animation sequences on paper, which completed the rest of the game's animation. All the animation was placed on top of the beautiful hand-painted digitized background images.



Once the art was completed, Lead Programmer, Tom DeSalvo, and his team of programmers (Vana Baker, Richard Aronson, Oliver Brelsford, Bob Fishbach, Carlos Escobar, Robert Mallory, and Brett Miller) brought it all together on the computer. Their efforts took many months of long evenings to bring the rich animation into the interactive gaming environment you're now enjoying.





MONSTERS

Here's a list of some of the wandering monsters with tactical suggestions for dealing with them. For more background information on each monster, consult the section entitled "Famous Monsters of Adventureland" in the Famous Adventurer's Correspondence School manual.



Those annoying little blue humanoids who march around carrying a club and a shield are not very dangerous unless you are already wounded. All types of adventurers can get some combat experience with Goblins.



The man-sized dinosaur who runs around everywhere is easy for an adventurer to avoid since it is extremely stupid. However, it is also fairly easy to defeat in combat and makes good combat practice.



This flying terrestrial combination of a Sting and Manta Ray uses its talent at camouflage to surprise unwary adventurers. Its tail produces a strong jolt of lightning. The best way to deal with it is to keep it always on the defensive.



This monster can be dangerous to beginning adventurers, so you should keep an eye on your Health Points and remember to run away before it is too late. Magic Users should note that this monster is highly resistant to magical spells.

Men who march around the forest wearing armor and attack first before asking questions can usually be classified as Brigands. Individual Brigands have various degrees of skill in fighting, but most are tough. Combat with Brigands therefore requires the use of all the combat skills of Weapon Use, Parry and Dodge. Non-Fighters should use other skills against a Brigand before engaging in direct combat.



Ogres are big, ugly, slow, and stupid. However, when Ogres hit, adventurers get hurt. It is better to outwit an Ogre than to try to outfight it. That is, unless you're a Fighter.

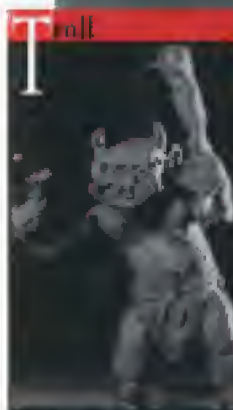


This cat-like creature is skilled at tearing adventurers apart. A Fighter should attack constantly to try to keep the creature on the defensive. Other adventurers be warned: avoid direct combat with a Cheetaur altogether. Cheetaur claws are valuable for use in Potions. Ask the Healer about them.

This large cousin of the Saurus has strong jaws, tough scales, and a hard head. When injured, the Supersaurus reacts by attacking. Liberal use of the shield is recommended for Fighters. Other adventurers should just run away at the sight of these awesome monsters.

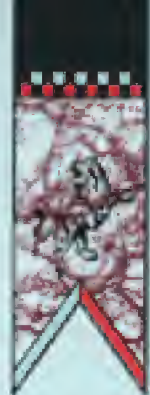


This huge man-like monster walks softly and carries a large club. Direct sunlight will turn a Troll to stone, so a Troll travels at night and stays in deep caves by day. Trolls are strong, have tough, armor-like skin, and are resistant to Flame Darts in this region of the world. Trolls are extremely dangerous so avoid them unless you are extremely skilled. Trolls' beards can be valuable if you can get them. (Ask the Healer about them.)



Minotaurs are half-man, half-bull. They are especially dangerous because of their intelligence. Don't even think about taking one on unless you are a skilled Fighter. Watch for openings in the Minotaur's defense. Know when to attack and when to parry or dodge.





HOW THIS HINTBOOK WORKS

The whole point of playing *Quest for Glory 1* is to discover its puzzles and solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or this may be your first experience with an adventure game. If you feel that you're really stuck, look through and find the question that best describes your problem.

Think of this book as your complete reference to *Quest for Glory 1*. The hint answers are arranged to progress from a slight hint to an out and out solution to each puzzle in the game. In fact, an answer with a star (*) beside it will be very specific, often giving you the exact actions you need to solve the puzzle. Since your hero can be either a fighter, a thief, or a magic user, some puzzles in the game will require different solutions. You'll also find some answers specific to your character. Therefore, you'll find some questions broken into the three categories as follows: fighters, thieves, and magic users. We recommend you read only the hints you need and avoid reading the last answer of each question unless you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly, but you'll miss the challenge and excitement of this game. You get the point, right? Please use this book with discretion.

NOTES TO BEGINNING ADVENTURERS

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

1) Remember to save your game frequently, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.

2) Pay attention. Look at everything and talk to everyone. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.

3) Try anything. Anything you try might be the solution to a game situation. Just remember to save first.

IF YOU HAVE FINISHED QUEST FOR GLORY I:

The last section of this hint book entitled *After You've Completed the Game* contains a points list, an object list, a list of things you may not have tried in the game, plus some other interesting detailed information. If you've played through and want to see how to improve your score or see what you might have missed, take a look. Thank you for purchasing *Quest for Glory 1*. We hope you have as much fun playing it as we had creating it.



HINTS

Before reading the hints here, please take a look at the game click-through in your Quest for Glory 1 game documentation.

My hero moves too fast! My hero moves too slow!

On your icon bar is a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slowly, adjust the animation detail slider down until you find a speed and detail level you can live with.

How do I look at things, talk to people, etc.?

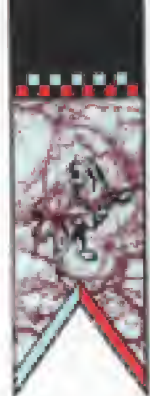
Check out the Icon Bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the Walk cursor and the last cursor used.

Example:

To talk to someone, click the talk cursor on him. (With the keyboard, position the cursor on him using your cursor keys and press ENTER.) To look at something, click the eye cursor on it. (With the keyboard, position the cursor on it using your cursor keys and press ENTER.) To walk somewhere, click the walk cursor on that screen position. (With the keyboard, simply press your arrow or cursor keys to move in that direction.)

To take action on something or someone, click the hand cursor on the person or thing. (With the keyboard, position the cursor on the person or thing using your cursor keys and press ENTER.) This cursor performs many different game actions. You will want to use it liberally.



GENERAL QUESTIONS

What's this game about anyway?

Read the following sections in your game documentation, *What is Quest for Glory and Playing a Role*.

How do I keep track of time in this game anyway?

Take a look at your Icon Bar. Select the special action cursor, then choose the hourglass. Now you'll know what time it is.

I don't understand how time works in this game. When does a day end?

Time progresses from day to night, just like in real life—daytime is followed by nighttime followed by daytime, etc. Therefore, you might like to check the time every so often. In fact, you'll be able to do certain things at night that you can't do in the daytime. One caution: don't try sleeping in the wilderness.

Okay. How many days are there in this game?

The answer to this question is, it depends. As many as you need to complete your quest. For some Players, this will be just a few days in the game. For others, it will be twenty or more days. There is no right or wrong number of days necessary to complete the game.

How do I defeat the Weapons Master?

Don't feel bad if you don't defeat him at your first practice session, or even your first twenty sessions. Your hero is inexperienced and needs to build up skills. Practice every day with the Weapon Master. Fight a lot of monsters. Sleep at Erana's Peace and eat the fruit from the tree there. Drink healing and stamina potions from the Healer. Work in the stable every day. Remember: the Weapon Master is a formidable opponent. Your only hope of defeating him is by working long and hard to build up your character's strength and skills. It's rumored that the Weapon Master has a weak backhand—try approaching him from the left side of the screen.

What are all the spells I can acquire as a magic user? Where do I find them?

There are eight spells in all as follows: Open, Fetch, Flame Dart, Detect Magic, Trigger, and Calm. Begin the game with the Zap spell, then get Dazzle from the Wizard. You can pick up the Open, Fetch, and Flame Dart Spells from Zara at the magic shop. Zara can also teach you how to use them. You can get the Detect Magic Spell from the Meeps and the Trigger Spell from the Hermit's Cave. Finally, you can find the Calm Spell at Erana's Peace. Please note: in order for these spells to really be useful, you'll have to practice them often. Once you've built up your magic skills, you'll find these spells are invaluable for your success.

It's nighttime. When I tried to sleep in the wilderness, something ate me. What am I doing wrong?

You're not supposed to sleep in the wilderness! Check your time regularly. To do this, select the special action icon and then choose the hourglass. If evening is approaching or you notice that it's starting to get dark, find a safe place to sleep for the night. There are four safe places: Erana's Peace, the Hermit's Cave, the stables (at the Baron's Castle), and the Hero's Tale Inn. If it starts to get dark and you wish to sleep somewhere safely, head to one of these places.

I'm carrying too much stuff. Now what do I do?

Drop some items out of your inventory. Now go build up your strength so that you can carry more. To drop something, select an item from your inventory, then select the drop icon.

How does this fighting interface work anyway?

If you're having problems with the fighting interface, consult the section in your game documentation entitled Combat.



GAME PLAY TIPS

Okay, I'm a beginner. Do you have any tips to ensure my successful completion of this game?

Although you'll have to fight your own battles in this game, here are some general guidelines that experienced game players usually follow. Keep the following in mind as you play:

- 1) Save frequently.
- 2) Don't pick up everything you see. Just get what you need.
- 3) Try to think as your character would think. When you face a puzzle, try to solve it using your character's greatest skills.
- 4) Check your character statistics frequently. To do this, select the special action icon from your Icon Bar and choose the character icon. Make sure your Health and Stamina points are as high as they can be. Keep extra Health and Stamina potions in your inventory at all times and drink them any time you're in a scrape with a foe.
- 5) Ask questions of everyone you meet. Usually everyone has something to tell you about them. Try to pick up clues from what people say as to what to ask next.

I'm creating a new character. What's the best way to allocate my points?

This is really up to you. There's no harm in allocating the points any way you want.

Read the sections in your game documentation entitled, Creating a Character and Assigning Skill Points.

Fighters:

We recommend you allocate points as follows:

- a) Add 15 to Strength,
- b) Add 15 to Agility,
- c) Add 10 to Vitality, and
- d) Add 10 to Weapon Skill.

Thieves:

We recommend you allocate points as follows:

- a) Add 10 to Strength,
- b) Add 10 to Agility,
- c) Add 10 to Vitality,
- d) Add 10 to Luck, and
- e) Add 10 to Weapon Skill.

Magic Users:

We recommend you allocate points as follows:

- a) Add 15 to Agility,
- b) Add 5 to Magic,
- c) Add 10 to Intelligence, and
- d) Add 15 to Vitality.

Do you have any important tips on how to develop my skills as a new Hero?

Begin by reading the sections in your game documentation entitled, Playing a Role and Living in this Crazy World.

Fighters:

In order to survive as a Fighter, we recommend the following:

- a) Practice with the Weapon Master and work in the stable daily (at the Baron's Castle),
- b) Fight monsters (in the Wilderness) at every opportunity,
- c) Buy Healing and Vigor Potions (from the Healer) and use them,
- d) Sleep in the Magic Meadow, and
- e) Buy the best armor you can afford (from the Dry Goods Shop). Just make sure you're strong enough (Strength is over 60) and wealthy enough.

Thieves:

In order to survive as a Thief, you'll need to do the following:

- a) Think Sneaky,
- b) Avoid powerful monsters—prey on the weak,
- c) Explore the town at night,
- d) Try to pick all locks,
- e) Buy a Thief Tool Kit at the Thieves' Guild, and practice dagger throwing at the archery range or in the Thieves' Guild. Thieves need to be sneaky. Therefore, they need lots of stealth. Build up your climbing skills, dagger throwing skills, and sneak around a lot.

Magic Users:

In order to survive as a Magic User, you'll need to do the following:

- a) Get all spells as soon as possible and practice them whenever possible,
- b) Avoid close combat with tough monsters by using the Calm Spell and then running away,
- c) Always have a Zap spell on your weapon before entering combat, and
- d) Sleep in the Magic Meadow to recover Magic and Health points. Magic Users need to be tricky. Therefore, they need a lot of spells and a lot of practice using them.



Can you give me some more tips on fighting Monsters?

Here's the best advice we can give you:

- 1) Read the section entitled **Combat** in your game documentation.
- 2) Save the game whenever you encounter a monster.
- 3) If you are wounded from your last battle, drink a Healing Potion before entering your next combat.
- 4) Don't let your Stamina get too low. Drink Vigor potions before you engage (or enrage) a foe.
- 5) Remember that some monsters are too tough to fight until your skills improve, so watch your Health Points and run away whenever your character is badly damaged. But be careful, there are some encounters you can't run away from.
- 6) A Magic User should use the Calm Spell to avoid the tough encounters until he has gained skill with his Dazzle, Flame Dart, and Zap spells.
- 7) The Thief should throw daggers at the monster before he gets into combat. Just don't throw the last dagger or else the Thief will be defenseless.
- 8) Finally, carrying too much weight, or letting your character get tired, will make fighting much harder. Don't carry anything more than you need.

I'm playing as a Fighter, but I'm not as tough as I'd like to be. Do you have some helpful pointers?

Don't feel discouraged. Some of these monsters are pretty tough. It takes practice and patience to build up the strength you'll need to defeat some of these creatures. And, of course, if you wish to get all the puzzle points in the game, it's essential to fight and defeat each type of monster.

If you keep getting killed, try the following:

- 1) If a monster is too fierce, run away. (If the monster kills your character three times in a row, the character is just not strong enough to handle it yet, or your Health Points are too low.) Two safe places to hide are back in the town of Spielberg or the Healer's hut.
- 2) Practice your fighting skills with the Weapons Master every day.
- 3) Start off with the weaker monsters. (In fact, if you see a monster you're unsure of, just move your mouse cursor to the top of the screen to display the Icon Bar. This will pause your game. With your game paused, take a look at the section of this Hintbook entitled **The Monsters You'll Encounter.**)
- 4) Carry several Healing and Stamina potions (as many as you can afford). Drink them after every battle.
- 5) Rest after every major encounter.
- 6) If your hero is killed, restore your game and try again. Of course, the more you fight, the better you'll become. Now get going and get tough!

I don't feel like I will ever complete this game because the monsters keep killing me. What am I doing wrong?

Don't try to save Spielberg in just one day. It takes time to become a great hero.

Fighters:

In order to complete this game, your fighter character must be tough. Build his strength and fighting skills as close to perfect as you can get them. This means practicing with the Weapon Master, working in the stable, and fighting monsters whenever possible. Buy Healing and Vigor Potions from the Healer and use them whenever your strength and stamina get low. Rest and sleep. Save games frequently.

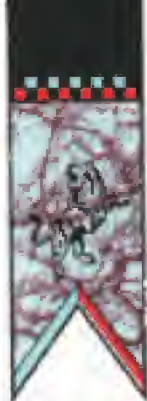
Thieves:

If a monster hasn't caught you, you can kill it by throwing daggers at it. If a monster does catch you, run away. (For details, consult the section in your game documentation entitled, **Combat.**) Now throw another dagger at it.

Magic Users:

Use your spells to attack from a distance.





MAIN HINT SECTION

NOTE: Before reading this section of the hintbook, read the section in your game documentation entitled Quest for Glory Walk-through. There are also some great tips on creating your Hero in the General Hints Section of this hintbook.

TOWN OF SPIELBURG

In the Daytime...

- I'm at the Sheriff's Office and town gateway. What should I ask the Sheriff about?



- I'm in the Hero's Tale Inn. What's to do in here?



*



- I just met the merchant in the Hero's Tale Inn. What can I learn from him?

*



- I've returned to the Hero's Tale Inn later in the game. What can I do here?

*





MAIN HINT SECTION

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TOWN OF SPIELBURG

In the Daytime...

- I'm at the Sheriff's Office and town gateway. What should I ask the Sheriff about?

Ask the Sheriff anything you like. He can tell you about many things in this land.

Be sure to ask him about Otto, the merchant, monsters, and especially Brigands.

- I'm in the Hero's Tale Inn. What's to do in here?

Talk to the owner and have a seat.

Why not order a meal?

Have you considered spending the night here?
The Hero's Tale Inn is a very safe and comfortable place for a hero to get some rest.

Meet Shameen and ask him about his wife Shenna, his friend Abdulla Doo, the merchant, robbery and the lost caravan, wealth, and food. Sit at the table and order some food. To do this, use the hand cursor on the bench beside the table then select the money pouch from your inventory and use it on Shenna. To eat, use the hand cursor on the food. You can return to the Hero's Tale Inn during the game to safely sleep during the night.

- I just met the merchant in the Hero's Tale Inn. What can I learn from him?

Ask the merchant about robbery, the Brigand leader, the minotaur, his name, and Shapeir. Be generous to him and he'll be a big help to you at the end of the game.

- I've returned to the Hero's Tale Inn later in the game. What can I do here?

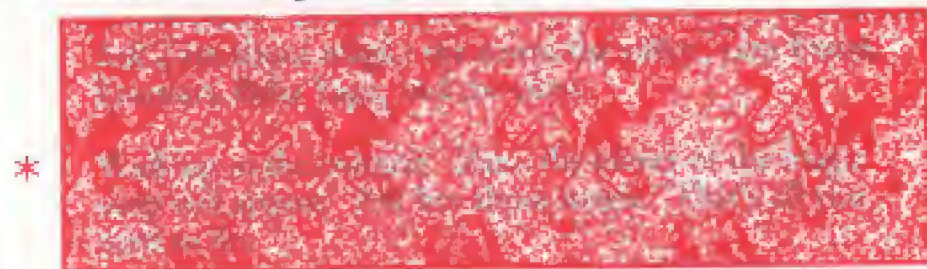
Are you hungry?

Have you talked to the merchant?

Are you sleepy?

Approach the table and ask Shameen about the robbery. If it's evening, select your money pouch from inventory and use it on the merchant to buy him a meal. Also talk to the merchant to learn more about the Brigands and the robbery. You can also order yourself a meal. Don't forget, you can also sleep here for the night.

- I'm in the magic shop. What can I do here?



*

Magic Users:



*

- Is there anything to do at the Dry Goods Shop?



Fighters:



*



Thieves:



*

Magic Users:



*

- I'm at the Dry Goods store in town. Should I buy something with all this money the Baron gave me?

Fighters:



*

- I'm playing as a thief. What do I do with the things I stole?



*

- I've gone to the Guild Hall. Now what do I do in here?



*

- **I'm in the magic shop. What can I do here?**

Ask Zara about magic, the town, the valley, aura Liana, Erasmus, Baba Yaga, and the curse.

Walk up to the counter. Zara, the owner of the magic shop will appear. Ask her about magic. That's all you need to do.

Magic Users:

Ask Zara about everything. You will learn more about the forces of magic within the Spielberg Valley, as well as what you can buy from Zara. Buy these spells from Zara: Flame Dart, Open, and Fetch, as soon as you can afford them. Just use your money pouch on her to get them. Practice them often to become proficient at them. You will want to learn all of the spells, but start with Fetch; you can use it to earn some money to buy another spell. You will also want to learn Flame Dart as soon as you can. Only by practicing the Flame Dart often, will you be able to really use it successfully later in the game.

- **Is there anything to do at the Dry Goods Shop?**

When you enter, first look behind the counter.

Do you see anything that might help you in your quest?

Ask the shopkeeper about equipment, armor, daggers, food, and flasks.

Fighters:

I'm sure to ask about equipment and buy rations. A couple

of flasks will also come in handy (for holding potion ingredients). As soon as your strength is over 60, and you have a lot of money, come back and buy the chainmail.

Thieves:

Buy two flasks and some spare daggers for throwing.

Magic Users:

Buy two flasks and some spare daggers for throwing.

- **I'm at the Dry Goods store in town. Should I buy something with all this money the Baron gave me?**

Fighters:

Treat yourself to the best armor money can buy. Buy chainmail.

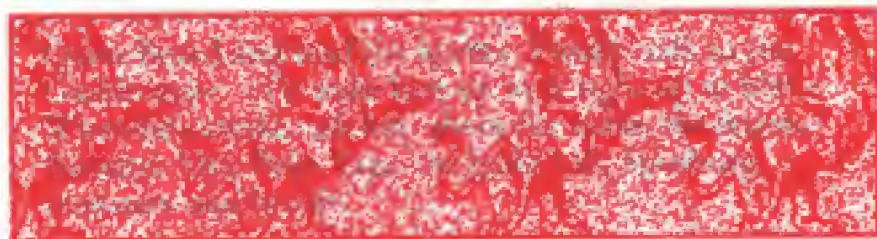
- **I'm playing as a thief. What do I do with the things I stole?**

Fence them at the Thieves' Guild.

Only guild members can fence goods, so join the guild. The guild is under the tavern. Talk to the big goon known as Crusher.

- **I've gone to the Guild Hall. Now what do I do in here?**

You can do three things in the Guild Hall. Use the hand cursor to sign your name in the book. Go over to the



- I'm reading the quests on the bulletin board at the Guild Hall. How do I exit the quest board?

*



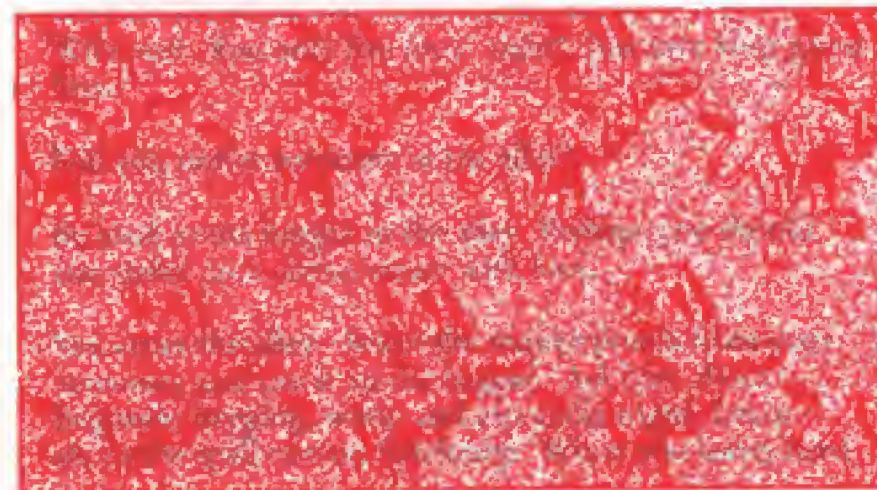
- What should I buy from the centaur? And what should I ask her?

*



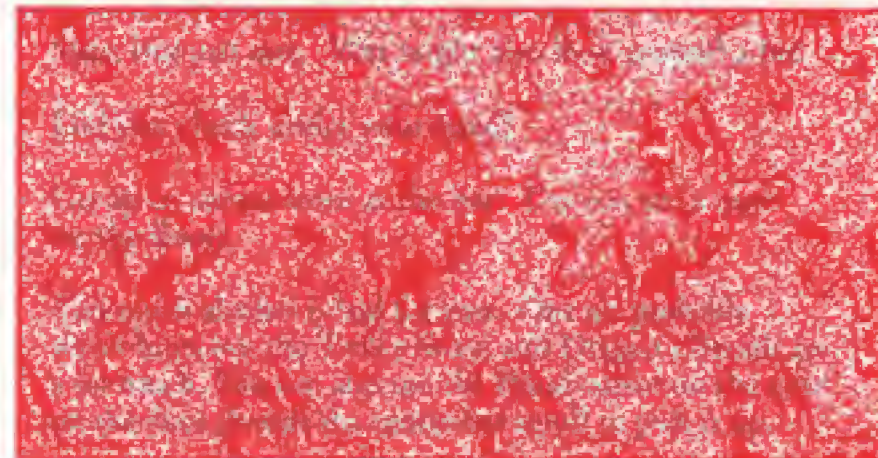
- I've come to Town's End during the day. That's a strange looking alley. Should I enter it?

*



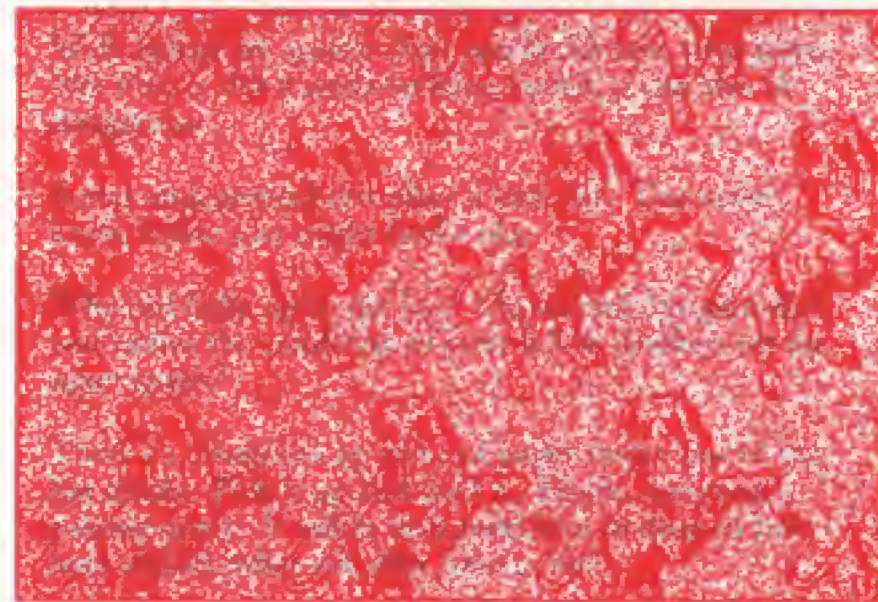
- I'm at the tavern, should I buy a drink?

*



- Why am I in this seedy-looking tavern?

*



Quest Board and read the quests. Finally, talk to the Guildmaster. (To wake him up walk right up to him.) When he's awake, ask him about the curse, the Baron, Barnard, Elsa, Baba Yaga, the guild hall, Spielberg, monsters, and heroes.

- **I'm reading the quests on the bulletin board at the Guild Hall. How do I exit the quest board?**

To stop reading quests, use the hand or eye cursor on the bulletin board. You'll now be back in the guild hall.

- **What should I buy from the centaur? And what should I ask her?**

Ask Hilde about Brigands and apples. Also buy 50 apples from her. To do this, select your money pouch from inventory and use it on Hilde five times.

- **I've come to Town's End during the day. That's a strange looking alley. Should I enter it?**

Why not? You only live once, right? Just save your game first.

Did you notice someone in the alley?

Be kind to the beggar in the alley. Perhaps you should also strike up a conversation with him.

Yes, enter the alley. Select the money pouch from your inventory and use it on the beggar. Ask him about Brigands, begging, work, and especially night. Learn about the spell cast on Spielberg. When you leave, heed

his warning — don't drink the Dragon's Breath! Or if you do, be sure to save your game first.

- **I'm at the tavern, should I buy a drink?**

Sure, but just one. You might also look around a bit.

Did you check under your stool?

Go up to center stool at the bar. Do you see a note on the floor?

Too much alcohol is bad for you. One ale probably won't hurt, but the Troll's Sweat and Dragon's Breath are a bit much. You can also use the Hand cursor on the note on the floor (beside the center bar stool) to pick it up.

- **Why am I in this seedy-looking tavern?**

Well, before we answer that, you better save your game. Not only is this a seedy-looking tavern, it can also be dangerous.

Better look around this place a little bit. You never know where you might find a clue.

Why not belly up to the bar? On second thought, did you notice the condition of your fellow drinkers on the other stools?

There's a crumpled-up piece of paper under one of the bar stools. Pick it up and read it. Hmm, someone's passing notes. It might be a good idea to drop in here later and see what else they have to say!

Thieves:

*



- I'm playing as a thief and I tried talking to Crusher. He's not exactly friendly. How do I keep him from killing me?

*



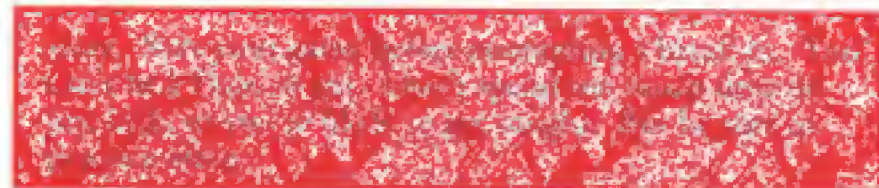
- I'm not a thief, but I want to see the Thieves' Guild. Can I do it? If so, how?

*

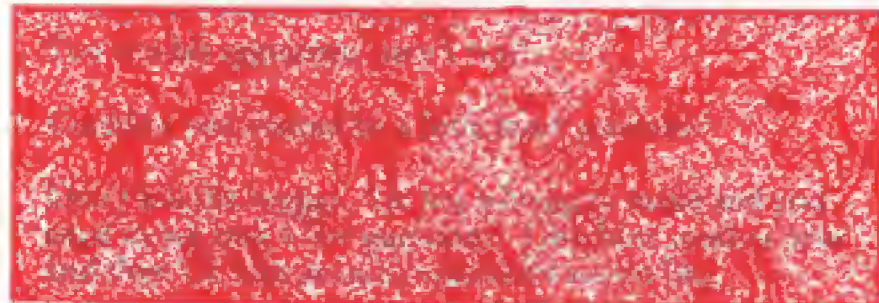


- Where can a Thief find a good time in this game?

*



- I entered the alley during the day, but that beggar won't answer my questions. Should I kill him?



*

IN THE NIGHTTIME...

- I've come around Market Street to Town's End. Is there anything, in particular, I should pay attention to?



Thieves:

*



- I see an intriguing glow in the alley. Should I enter the alley?



*

Thieves:

Once you've learned the password (Schwertfish) by using your lock pick on one of the thieves in the alley at night, talk to Crusher (the big goon). He will let you in to the Guild Headquarters after you give him the password.

- **I'm playing as a thief and I tried talking to Crusher. He's not exactly friendly. How do I keep him from killing me?**

Give him the Thieves' password. You learn this when you visit the thieves in the alley at night. Use your lock pick on one of them to identify yourself as a thief. The password is Schwertfish. It means "Swordfish."

- **I'm not a thief, but I want to see the Thieves' Guild. Can I do it? If so, how?**

Sure, you can get into the Thieves' Guild. Just do the following:

- 1) Join the Guild.
- 2) Sell any "stolen goods" (which you acquired from houses in town).
- 3) Buy a thieves' tool kit. (It helps you pick tougher locks.)
- 4) Play Dig-Nab-It with the chief. (But watch it—he cheats. In fact, he's toughest when the stakes are high.)

- **Where can a Thief find a good time in this game?**

In town—especially at night. You can visit the thieves in the alley or pick the locks of the Sheriff's and Little Old Lady's houses. The Sheriff lives next to the dry goods

store. Save your game before attempting a break-in. You can't be a Hero in jail. Don't spend too much time on one lock, or you're likely to get caught. But be sure to practice often.

- **I entered the alley during the day, but that beggar won't answer my questions. Should I kill him?**

You're a bit aggressive, aren't you?

Couldn't you instead be a little more generous?

Don't kill the beggar. He has a living to make and you need to ask him a few questions. Give him another coin and then ask him as many questions as you like.

IN THE NIGHTTIME...

- **I've come around Market Street to Town's End. Is there anything, in particular, I should pay attention to?**

Did you notice the notes on the closed shop doors?

Thieves:

You can practice your lock picking skills on these doors. Just don't overdo it—or you'll get caught.

- **I see an intriguing glow in the alley. Should I enter the alley?**

Why not? You only live once, right?

If you're not a thief, watch out—it's a trap!

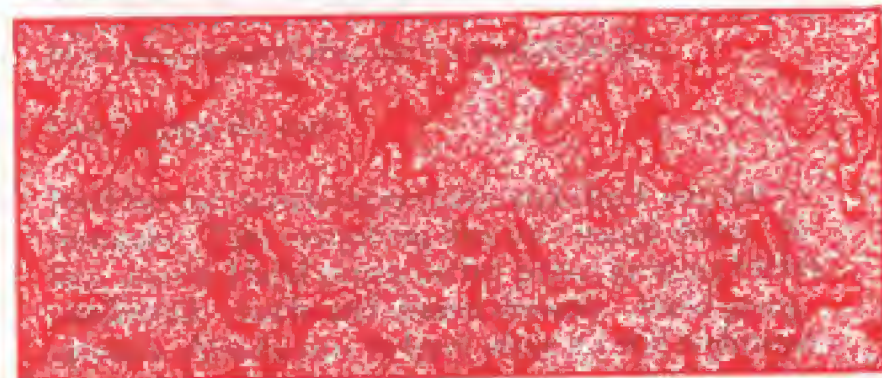
Thieves:

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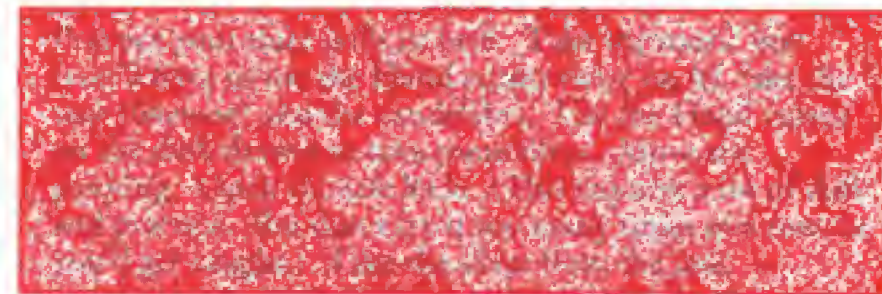


- I'm a thief and I've gone inside the Little Old Lady's house. What should I do now?

*



- I'm playing as a thief and have broken into the Sheriff's house. Now what kinds of skills can I practice in here?

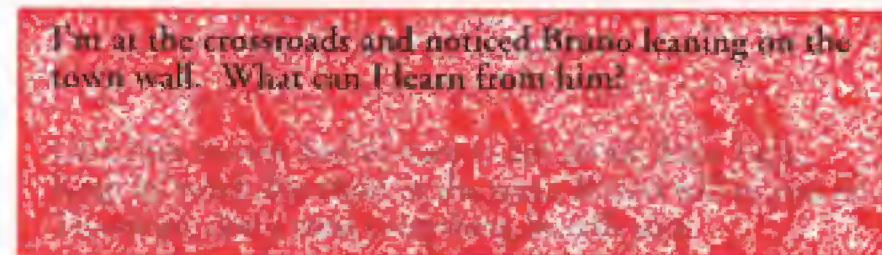


WILDERNESS

At the Crossroads with Bruno

- I'm at the crossroads and noticed Bruno leaning on the town wall. What can I learn from him?

*



Thieves:

*



- Bruno told me I could get in to the Thieves' Guild, but I haven't been successful at it. How do I that?

*



Thieves:

If you're a thief (or know a thief skill), go on in. Use the lock pick or hand cursor on any one of the thieves and they will tell you the Thieves' Guild pas word, which is Schwerdfisch. (German for "Swordfish".)

- **I'm a thief and I've gone inside the Little Old Lady's house. What should I do now?**

Have you noticed that she's a sound sleeper?

Don't upset the cat.

Feed her cat, search everywhere, and check out the furniture. Take everything that isn't nailed down. In fact, use the Hand cursor on her purse, knitting bolster, candlestick, couch, and dresser drawers. Avoid going upstairs. Also be sure to leave while it's still nighttime.

- **I'm playing as a thief and have broken into the Sheriff's house. Now what kinds of skills can I practice in here?**

Before you get too far into his house, save your game.

Your first step is to look around and listen. Search the rooms carefully.

Next, take whatever's not nailed down — practice your thieving skills.

There's a hidden safe in this room.

Practice your thief skills in here. Take the music box (you'll have to use the Hand cursor twice on it), take the vase (likewise) and the candelabra. Use the Hand cursor on the desk drawer to take some silver. Move the painting. Open the safe lock. (This requires a lot of skill and practice. But don't try it too many times in a row, or you'll get caught.) Take the silver from the safe.

WILDERNESS

At the Crossroads with Bruno

- **I'm at the crossroads and noticed Bruno leaning on the town wall. What can I learn from him?**

Give him money and be sure to ask about Baba Yaga. Keep in mind that most of the time, Bruno will tell you lies. Therefore, don't trust everything he tells you.

Thieves:

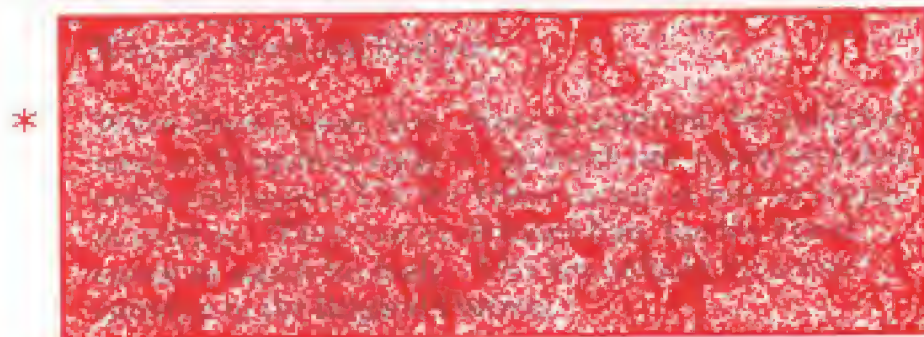
Use the lock pick or hand cursor on Bruno to make the Thieves' sign.

- **Bruno told me I could get in to the Thieves' Guild, but I haven't been successful at it. How do I do that?**

You don't — Bruno was lying. Try going back to town.

ARCHERY RANGE

- I'm at the Archery Range. What are these two up to?



- I tried to eaves drop on the two Brigands at the archery range, but one of them threw a dagger at me. What am I doing wrong?



Fighters:



Thieves:

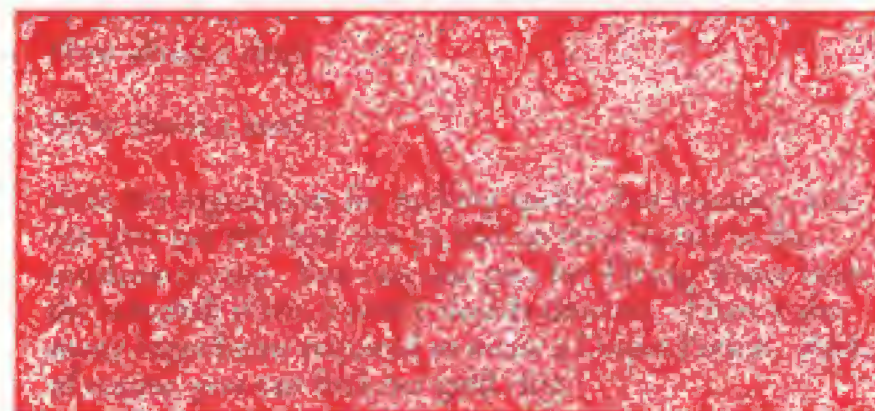


Magic Users:



HEALER'S HUT

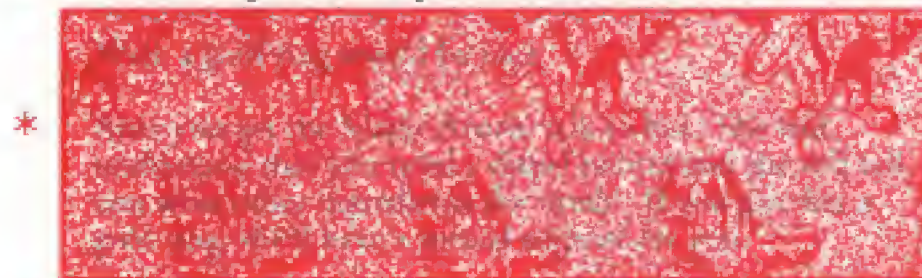
- I visited the Healer. What can I give her?



- What is there to do in the Healer's hut?



- What things should I give to the Healer?



ARCHERY RANGE

- **I'm at the Archery Range. What are these two up to?**

Why not listen and find out?

When Bruno leaves, rest. Now go confront the thief that stays at the archery range — go south one screen and then north one screen. Use the Hand cursor on him to engage in combat. When you've defeated him, use the Hand cursor to search his body. This key unlocks the secret entrance to the Brigand Fortress.

- **I tried to eaves drop on the two Brigands at the archery range, but one of them threw a dagger at me. What am I doing wrong?**

Stay well hidden. If you come out of hiding too soon, they'll see and kill you. After you eaves drop on the conversation between Bruno and Brutus, wait awhile. Then go confront Brutus. After you defeat Brutus, use the Hand cursor on him to search his body. You will find a key to the Brigands' secret entrance!

Fighters:

Use your sword to defeat Brutus.

Thieves:

Throw daggers to defeat Brutus.

Magic Users:

Cast Flame Dart or throw daggers to defeat Brutus.

HEALER'S HUT

- **I visited the Healer. What can I give her?**

How about a ring?

How about a kiss?

Give her ingredients for making spells. For instance, you can give her the dirt you picked up from fairies in the mushroom ring. You can also give her Flying Water from the waterfall if you haven't already done so. There's also many ingredients required to make a Dispel Potion. And, of course, you can find her gold ring.

- **What is there to do in the Healer's hut?**

Go up to the Healer's door and knock. When she lets you in, ask her about spell components. Specifically, find out about Erana's flowers, troll beards, magic mushrooms, chieftain claws, and mandrake roots. Throughout your adventure you should look for these items and bring them to the healer. She can make a special potion for you.

- **What things should I give to the Healer?**

Well, a gold ring would be nice.

After you get the Magic Acorn, talk to her. She will understand that you need a dispel potion and she will tell you what other ingredients she needs. If you give her a gold ring, she'll have a special surprise for you.

- Oh no, the healer has lost her ring. Where can I find her ring?

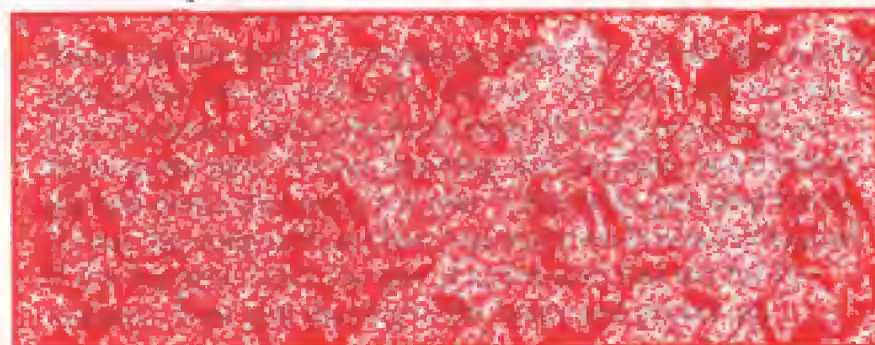


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- How do I get the healer's ring down from that bird nest?



Fighters:



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Thieves:



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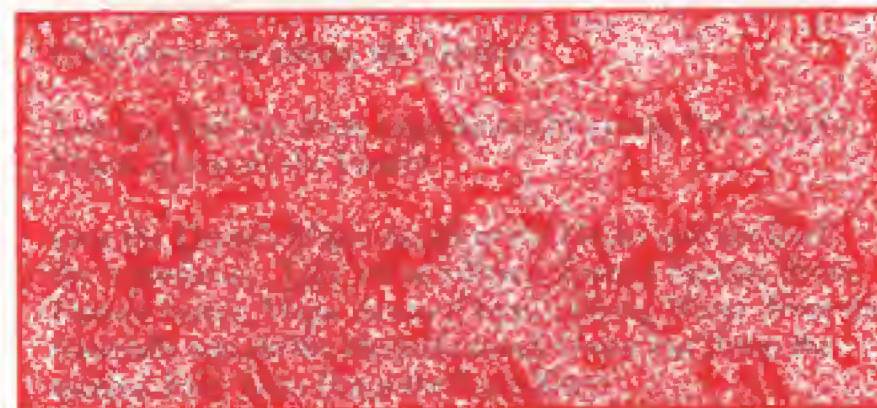
Magic Users:



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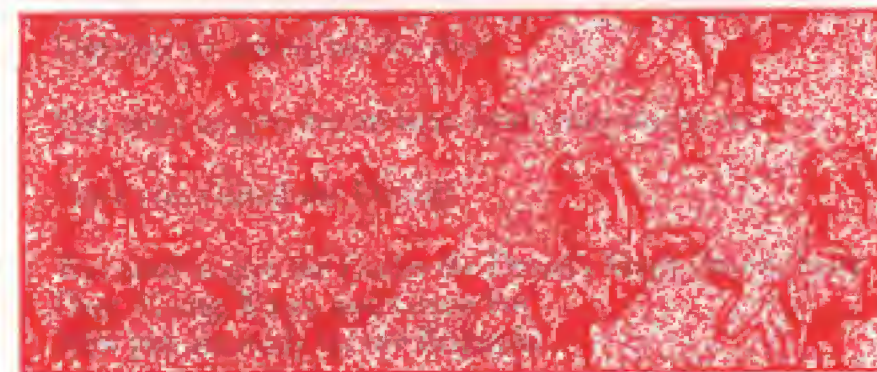


- What are the ingredients of a dispel potion and where do I find them?



*

- How do I get a Dispel Potion from the Healer?



*



- **Oh no, the healer has lost her ring. Where can I find her ring?**

Are you sure you want to find her ring?

Are you really sure?

Okay. Look at the tree in her garden. See that bird's nest in the tree? Well, her ring is in that nest.

- **How do I get the healer's ring down from that bird nest?**

Are you sure you want to get that ring?

Fighters:

Knock the nest down by throwing rocks at it. To do this, use the Hand cursor on the trail under the tree. The rocks will now be in your inventory. Select the rocks from your inventory and use them on the nest. If your throwing skills are high, you'll knock the nest down after just a few tries. Otherwise, just keep trying. If your throwing skills are low, you may even become exhausted. If this happens, select the special action icon and rest for 10 minutes. Now give the ring to the healer and pocket up.

Thieves:

Climb the tree by using the Hand cursor on the tree and take the ring out of the nest. If your climbing skills are low, you may have to practice climbing before you can get up that tree. Or, if your throwing skills are good enough, you may wish to try throwing rocks to knock down that nest.

Magic Users:

Cast the Fetch spell to get the ring out of the nest. Or if you

haven't acquired a Fetch spell, use a Flame Dart instead.

- **What are the ingredients of a dispel potion and where do I find them?**

Have you tried asking the Healer?

You can find out these ingredients by giving the Dryad's Magic Acorn to the Healer.

Give the Dryad's Magic Acorn to the Healer and she'll tell the ingredients. They are as follows: Frana's Flowers (from Frana's Petal), Magic Acorn (Dryad), Flying Water (from the waterfall inside the Hermit's cave), Green Fur (from the neeps), Fairy Dust (from the Fairy Ring).

- **How do I get a Dispel Potion from the Healer?**

Did you try asking her for one?

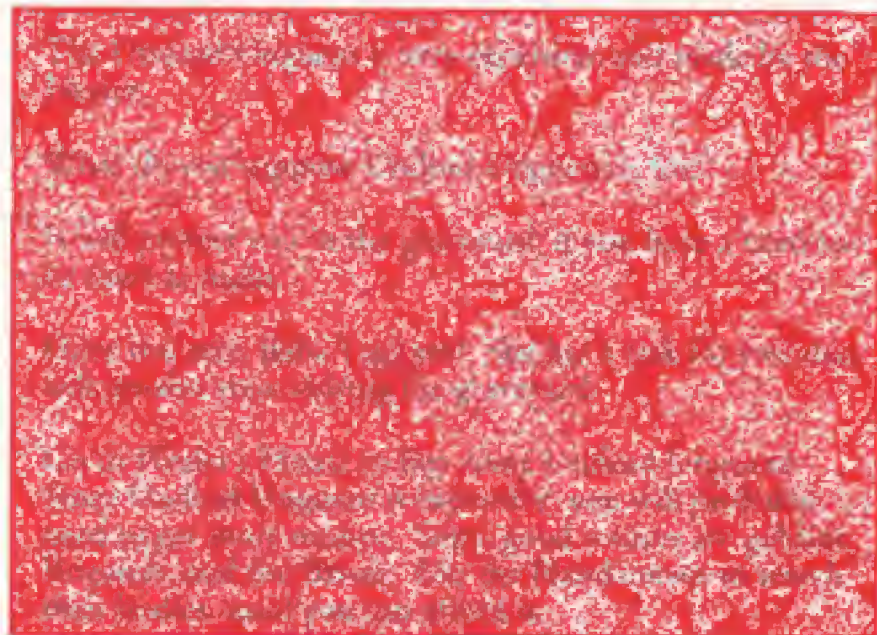
You need to give her an item from your inventory.

Have you visited the Dryad?

You need to give the Healer the Dryad's Magic Acorn, Fairy Dust, Flying Water, and Green Fur. Now you are ready for the Brigands!



- Where can I get some Undead Unguent? And what's it for?



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BARON'S CASTLE

- I'm at the Baron's Castle gates. How do I get in?



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- Okay. I'm in the Baron's Courtyard. Now what do I do?

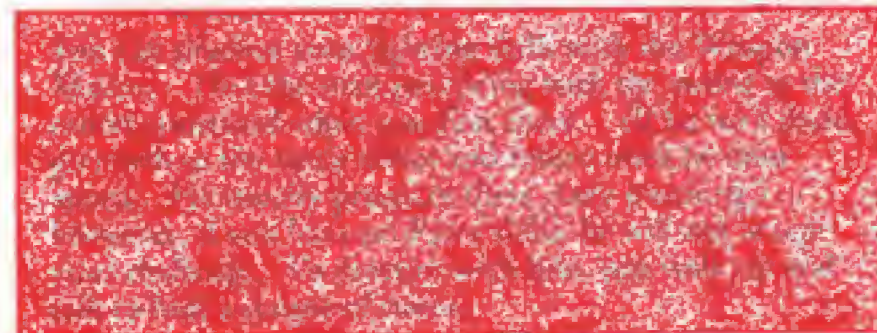


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Fighters:

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- The Baron's castle guards are surly! Can I get inside the Baron's castle?

*



- I fought the Weapons Master, but I'm so tired. Where's a good place to sleep?

*



- **Where can I get some Undead Unguent? And what's it for?**

The Undead Unguent is very expensive and made by the Healer.

What do you suppose Undead Unguent is for?

It will protect you in the graveyard, if you have a need to be there at night.

Have you seen Baba Yaga yet? She has a task for you that will involve your visiting the graveyard.

Go to Healer's House to buy some Undead Unguent. Since Undead Unguent is expensive, you will probably need to get more money. Some good sources are goblins, Brigands, and the Baron. Use the Hand cursor to search their bodies, until you can afford it.

BARON'S CASTLE

- **I'm at the Baron's Castle gates. How do I get in?**

Have you tried talking to the guard?

Talk to the guard at the gate and ask him about brigands, the brigand leader, the castle, and a job. To enter the castle, use the hand cursor on the gate. The guard will open it for you.

- **Okay, I'm in the Baron's Courtyard. Now what do I do?**

Have you met the stableman?

There are three things to do in the Baron's Courtyard. All characters can work here to get extra money. Just go east to the stable and talk to the stableman. After you work for him, he will also let you sleep the night here. This is a fair and generous offer, so take him up on it.

Fighters:

You can practice your fighting skills with the Weapon Master. He's the man practicing with the sword in the center courtyard when you first enter. (If he isn't there, go north to the castle doors and return until he does appear. He usually practices there every morning.) However, if you have no Parry skills, he will not accept your challenge. To practice with him, just walk up and talk to him a couple of times.

- **The Baron's castle guards are surly! Can I get inside the Baron's castle?**

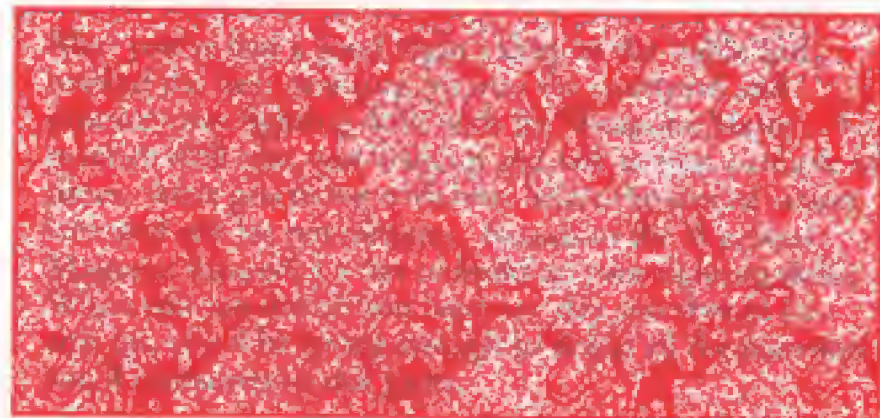
Yes, you can get inside. However, you'll have to do a small favor for the Baron. To get inside, you must free the Baron's son from a nasty spell. (This will require a little visit to the Kobold.)

- **I fought the Weapons Master, but I'm so tired. Where's a good place to sleep?**

The stable is an excellent place to sleep and make a little extra money. Talk to the stableman. When he asks you if you'd like to work, select "Yes." After cleaning up, enter the stable and select the special action icon to sleep for the rest of the night.

Fighters:

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- I'm inside the Baron's Castle. What is my task here?

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CENTAUR

- I went one screen west of the Healer's Hut and encountered a centaur working a farm. Is there anything I can do for him?

*

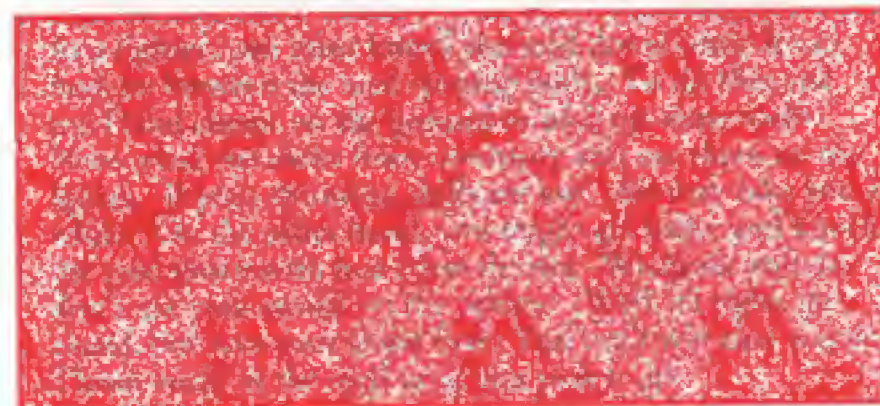


SEED-SPITTING SPIREA

- How do I get a seed from the Seed-spitting Spirea?

Fighters:

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Thieves:

*



Magic Users:

*



Fighters:

After you've had a good night's sleep in the stable and worked the next morning, go into the courtyard and practice your fighting skills with the Weapons Master. To practice with him, just walk up and talk to him a couple of times. After practicing with him, select the special action item and rest for ten minutes. Return to the Weapons Master at least once a day to build up your fighting skills. When you can defeat him (and one day you should be able to), you'll be strong enough to defeat all the monsters you'll encounter in this game.

- **I'm inside the Baron's Castle. What is my task here?**

So you defeated the Kobold? Congratulations!

Fine food, a nice bed, and 500 gilvers. What more could you ask for?

You're being rewarded for freeing the Baron's son. Although you can ask him anything you like, be sure to ask him about Brigands, his daughter Elia, and Yonick. Don't forget to collect your treasure. You're indeed a wealthy hero now. Or, at least, well to do.

CENTAUR

- **I went one screen west of the Healer's Hut and encountered a centaur working a farm. Is there anything I can do for him?**

You can learn some new information from him just by talking to him. Be sure to ask him about Brigands. Also ask him about the Brigand Leader.

SEED-SPITTING SPIREA

- **How do I get a seed from the Seed-spitting Spirea?**

Fighters:

As a fighter, you must knock the seed down while it's in mid air between the seed spitting pods. To do this, use the Hand cursor on the ground to pick up some rocks. Now select the rocks from inventory and use them on the Spirea. If your throwing skills are low, this may take you a while. On the other hand, you might get lucky and knock the seed down with just a few throws. Whatever you do, don't use your sword on the Spirea. (Well, all right, go ahead, but save your game first. You can't win that way.) Throw rocks at the seed until you pick it up.

Thieves:

If you have enough climbing skills, climb up on the rock next to the middle flower. Use the Hand cursor on that flower and wait there until you catch the seed. Or if your throwing skills are good enough, you can throw rocks to knock down the seed.

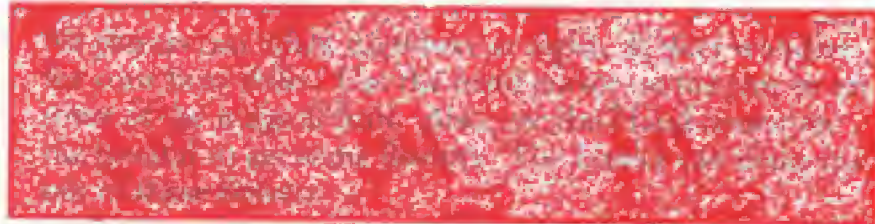
Magic Users:

Cast the Fetch or Open Spell to get the seed. However, you will need to practice this often to be able to succeed. If your throwing skills are good enough, you can also try throwing a rock at the seed to knock it down. (However, if your throwing skill is low, this may take you a while.)

MAGIC MEADOW

- I'm at Erana's Peace, what are some things I can do here?

*



Magic Users:

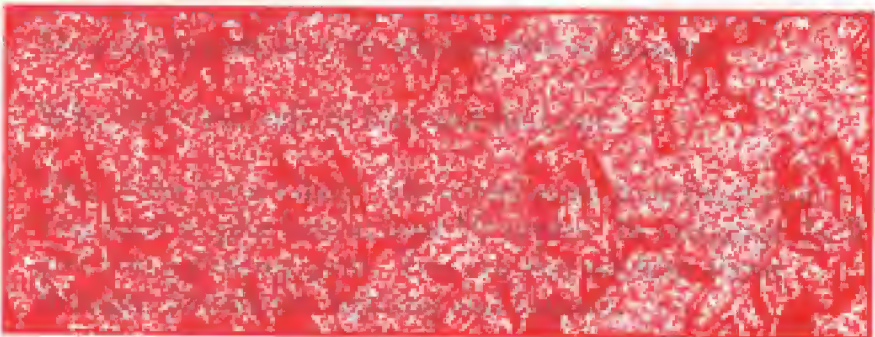
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THE FROST GIANT

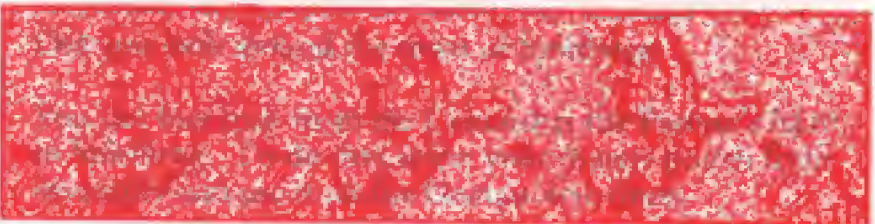
- Who is this big guy with the white beard? What does he want from me?

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- So where can I buy some fruit to give to the Frost Giant?

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- The Frost Giant gave me a glowing gem. Now what do I do with the gem?

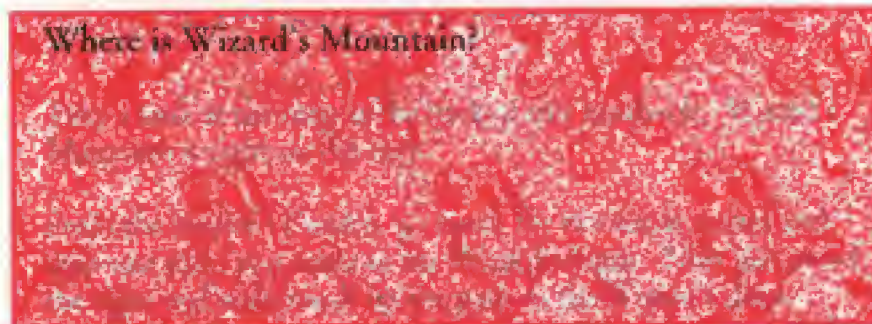
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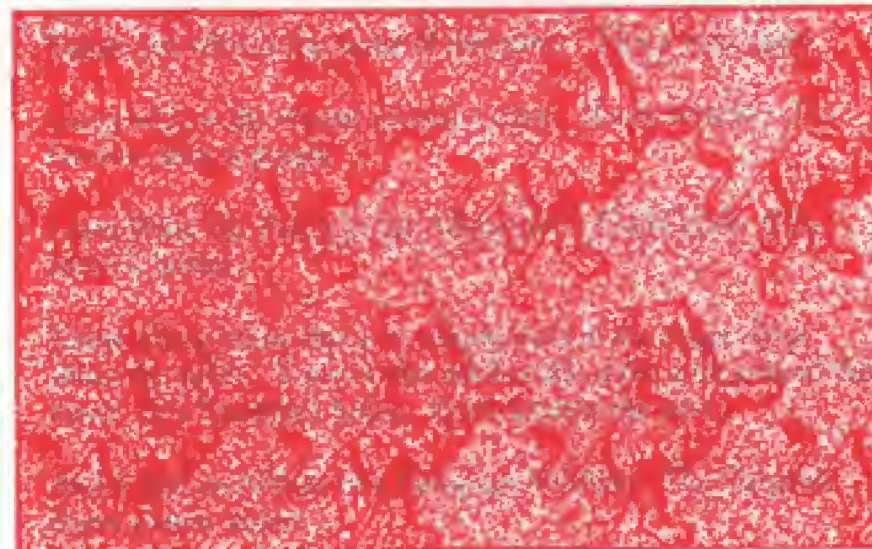
WIZARD MOUNTAIN

- Where is Wizard's Mountain?

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- I'm at the Wizard's House door. How do I get in?



MAGIC MEADOW

- **I'm at Erana's Peace, what are some things I can do here?**

All players can safely sleep here at night. It does wonders for your hero skills. Use the hand cursor on the tree to eat some of the magical fruit. Also, use the Hand cursor on the ground to get some flowers. The Healer can make use out of these flowers.

Magic Users:

Cast the Open Spell on the rock and take the Calm Spell.

THE FROST GIANT

- **Who is this big guy with the white beard? What does he want from me?**

Do you suppose he's the abominable snowman?

Why don't you talk to him and find out?

This is the Frost Giant. He wants some fruit from you. You need to give him at least 50 apples. In exchange, he'll give you a glowing gem. You can also ask him about Brangsi, Jotenheim, fighting and bargain.

- **So where can I buy some fruit to give to the Frost Giant?**

Did you look around the town of Spielburg?

You can buy fruit from the Centaur at the Farmer's Mart in Spielburg. To do this, select your money pouch from inventory and use it on the Centaur five times.

- **The Frost Giant gave me a glowing gem. Now what do I do with the gem?**

Have you found Baba Yaga's hut yet?

Talk to the skull on the gate outside Baba Yaga's hut. Your glowing gem will come in handy there. Give the glowing gem to the skull (after you ask it for the rhyme to the hut).

WIZARD MOUNTAIN

- **Where is Wizard's Mountain?**

Take a look at the map at the back of this handbook. Wizard's Mountain is right on the map.

From the Healer's Garden, go north for two forest acres and then east until you come to the Wizard's Signs. Now just avoid the signs and walk north up the path to the Wizard's door.

- **I'm at the Wizard's House door. How do I get in?**

Figure out what is the name of this guy. That's your quest.

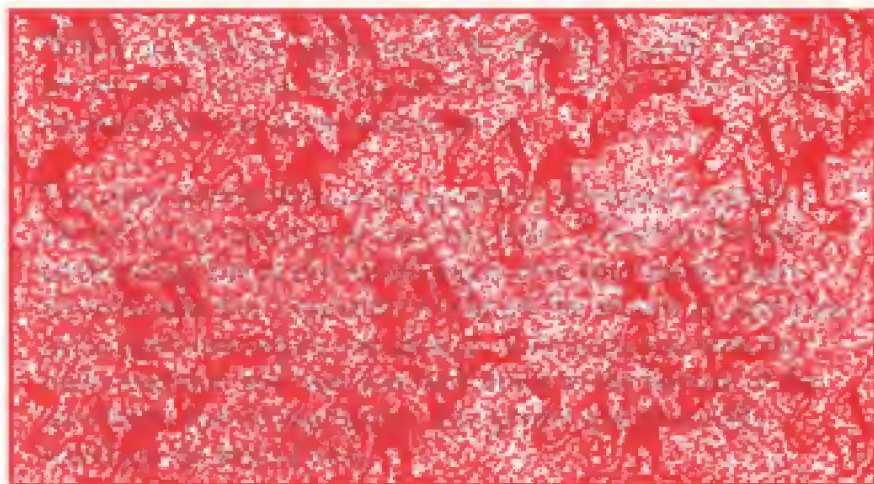
Guess what is the wizard's favorite color. (Look around.) His favorite color is purple.

Learn about the Baron in the Adventurer's Guild Hall. His name is Stefan.

Know whose house this is by asking Zara in the magic shop about the valley. You can also ask her about the aura around the tower. (It's Laganus's house. Fray created the aura.)

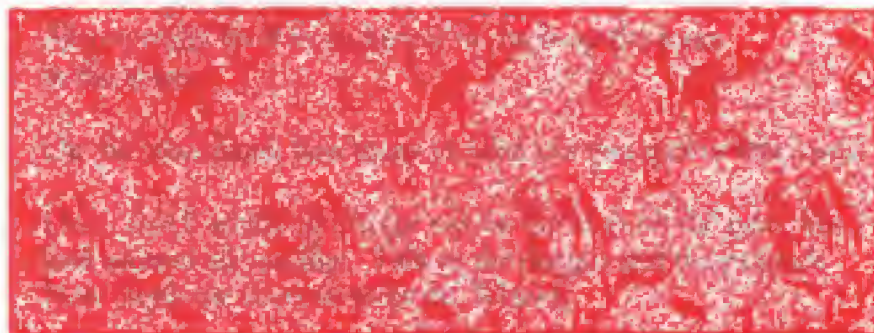
And is that an African or a European Swallow? The Gargoyle doesn't know either.

*

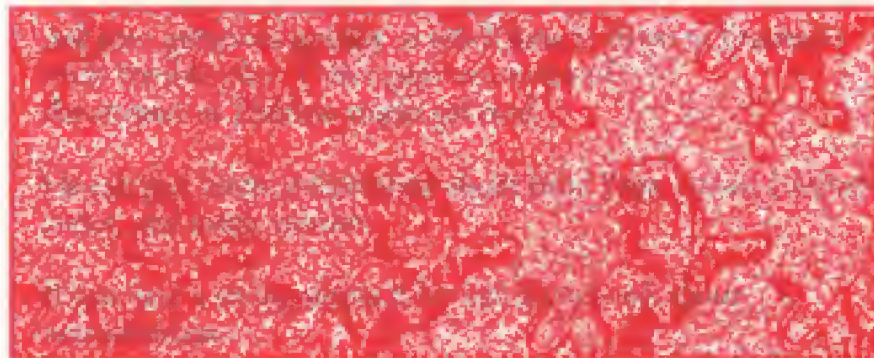


- I'm in the Wizard's Hall, now what?

*

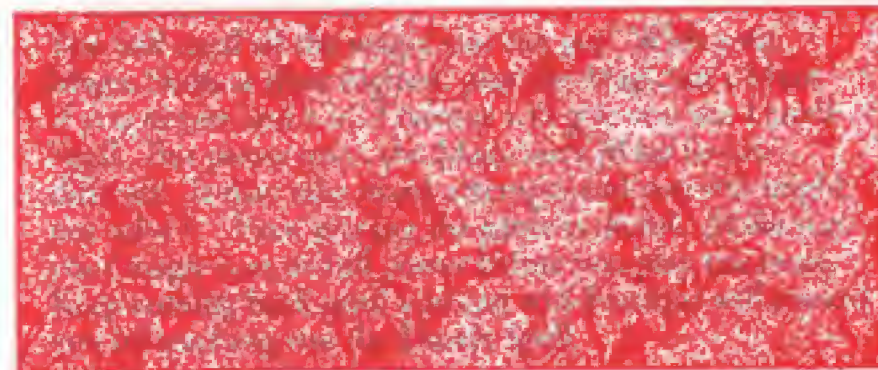


- How do I get through the Wizard's Tower?



Magic Users:

*



MUSHROOM RING

- I've stumbled upon a ring of mushrooms. What now do I do with them?

*



FAIRY RING

It's nighttime and I've encountered some fairies at the mushroom ring. What kind of deal can I make with them?



Search out and find the password to the Dazzle Guild. The wizard does not like thieves in his house. So if you're a Thief, be about this one if you wish to get in.

You must answer three of the gargoyle's questions correctly. He will try to trick you at least one time. Therefore, before confronting him at the wizard's gate, save your game. Then when he asks you a question you know the answer to, save your game again just before you answer. If he beats you with his tricky question and zaps you back down to the bottom of the mountain, restore your game. Just persist and eventually you'll get the best of him.

- **I'm in the Wizard's Hall, now what?**

All you really need to do here is to climb up the stairs to the tower.

On the upper level, how many pillars can you spot in this room?

Don't touch anything except maybe the lever on the boss, but look around all you like. Talk to the dragon and the pterodactyl. Now climb the stairs to meet the Wizard.

- **How do I get through the Wizard's Tower?**

Ask your questions quickly or you'll have to listen to Erasmus's really terrible jokes. Don't guess too many of the answers, or Erasmus might get mad.

He can give useful information about Baba Yaga, curses, counter-curses, and magic mirrors.

If you have a strong stomach for bad humor, ask about necromancers.

Magic Users:

You will need all the magic you can get. With your Magic Skills at their highest, play the Magician's Maze. If you persist and win, Erasmus will give you the Dazzle Spell. But please note, the Magician's Maze is very difficult. It may take many attempts and you still might not solve it. Even playing the game is useful. Make sure your magic is at its full power before you play the maze. Keep coming back until you can win. Erasmus will reward you by teaching you the Dazzle Spell.

MUSHROOM RING

- **I've stumbled upon a ring of mushrooms. What now do I do with them?**

Did you try to pick them? You didn't eat them, did you?

The Healer should know what to do with them.

Use the Hand cursor to pick the mushrooms. You can give these to the Healer for making a dispel potion.

FAIRY RING

It's nighttime and I've encountered some fairies at the mushroom ring. What kind of deal can I make with them?

Did you become one with the woods and help the Dryad earlier?

Remember the ingredients for making a dispel potion? The Dryad told you what ingredients you need in order to make one.

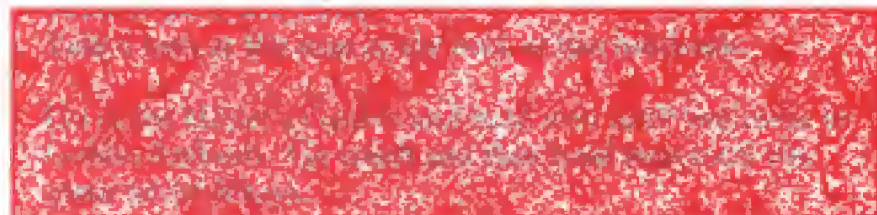
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MEEPS

- Where are the Meeps?

*



- I found the Meeps. Now what business do I have with them?

*



Magic Users:

*

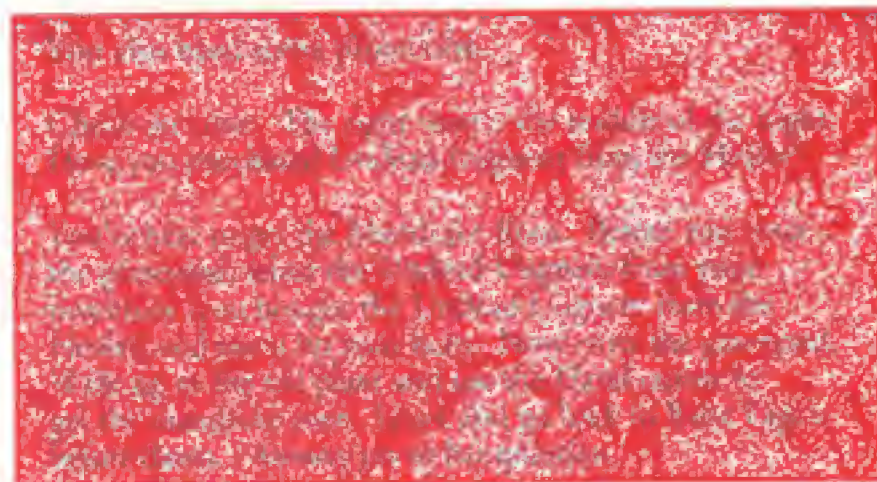


GRAVEYARD

- I'm at the graveyard per Baba Yaga's instructions. Now what am I supposed to do?



*



FOX ROAD

- I've found a fox at the Road's End. How do I skin it?

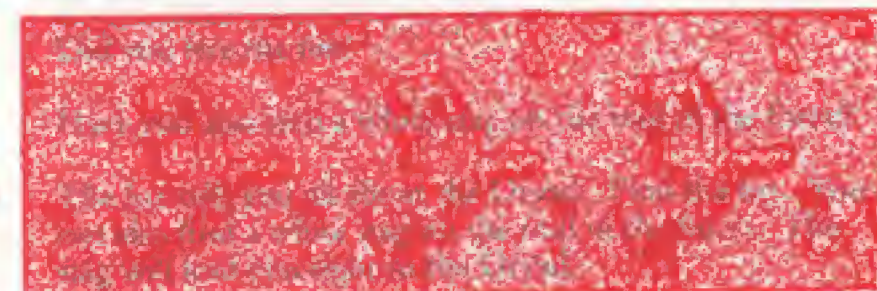
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DRYAD'S WOOD

- Where and what is the Dryad?

*



You need to get some fairy dust from the fairies. Therefore, answer "Yes" to all the fairies' questions. Then, ask them about "fairy dust." Now they'll give you some dust, if you have an empty flask in your inventory.

MEEPS

- **Where are the Meeps?**

Take a look at the map in the back of this handbook.

Go to the Healer's Garden and head west until you come to Goblin Ambush. Go south and then head west until you come to the Meeps.

- **I found the Meeps. Now what business do I have with them?**

Have you tried talking to them? They're very friendly. You're here to pick up some green fur. The Healer can use the fur to make a potion. Therefore, make a deal with the Meeps. To talk to the Meeps, just use the Mouth cursor on them. When the green Meep appears, ask it about fur. Then ask it about green fur. Now use the Hand cursor to pick up the green fur.

Magic Users:

Ask the meeps about magic and get the Detect Magic scroll.

GRAVEYARD

- **I'm at the graveyard per Baba Yaga's instructions. Now what am I supposed to do?**

First, wait until it's the right time.

You also need some protection.

Check the time. The right time is the middle of the night. Have you purchased Undead Unguent from the Healer?

You're here to get the Mandrake Root. Before you enter the graveyard, select the Undead Unguent from your inventory (you bought the Undead Unguent from the Healer) and use it on your hero. Now enter the graveyard. Walk up to the red plant and use the Hand cursor to get the mandrake root. Leave and go back to Baba Yaga's before dawn. Answer yes to her question.

FOX ROAD

- **I've found a fox at the Road's End. How do I skin it?**

That's a bit aggressive, isn't it? You shouldn't skin this fox.

Be friendly when dealing with this fox.

You don't want to skin this fox. In fact, use the Hand cursor on the trap to free him. He'll tell you about the Dryad.

DRYAD'S WOOD

- **Where and what is the Dryad?**

Did you free the fox?

Have you also seen a white stag on the trail of the forest?

The fox tells you all about the Dryad. Find the fox. You can also find a white stag on the trail in the forest. The stag will lead you right to the Dryad.

- I've stumbled upon a white stag on the trail in the forest. What should I do now?

* 

- I followed the white stag to a magnificent tree. Now where's this Dryad? How do I get her to come out and talk to me?

* 

- I gave the Dryad a seed from the Seed-spitting Spirea. Where's my reward?

* 

- Say! That Magic Acorn was delicious. Where can I get another one?



* 

- Okay. I give up. What am I supposed to do with the Magic Acorn?

* 

WATERFALL

- Is there anything special about this waterfall?

* 

THE HERMIT'S CAVE

(By the Waterfall)

- I'm at a beautiful waterfall south of Spielberg. What's that doorway in the cliff?



Fighters:



- **I've stumbled upon a white stag on the trail in the forest. What should I do now?**

Follow that stag!

Walk up to the deer. When it runs away, follow it. After several screens, you'll come to a magnificent tree. This is the Dryad's home.

- **I followed the white stag to a magnificent tree. Now where's this Dryad? How do I get her to come out and talk to me?**

Approach the tree and the Dryad will appear. When she asks you if you're one with the forest, answer yes. She will also come out when you return with the Spirea seed. Just select the seed from inventory and use it on the tree. As a reward she will give you the Magic Acorn.

- **I gave the Dryad a seed from the Seed-spitting Spirea. Where's my reward?**

Did you look on the ground?

Well, besides the fact that you've helped preserve a plant species, the Dryad dropped a Magic Acorn. Pick it up. (But don't eat it!) You will need to take this Magic Acorn to the Healer. She will give you further instructions about creating a Dispel Potion.

- **Say! That Magic Acorn was delicious. Where can I get another one?**

You didn't eat that Magic Acorn, did you. There is no other Magic Acorn!

Don't eat the Magic Acorn! Instead, restore your game and think of something else to do with the Magic Acorn!

- **Okay. I give up. What am I supposed to do with the Magic Acorn?**

Hmm. Would the Magic Acorn be a great ingredient for...

Have you met anyone in this game that's into ingredients? Perhaps someone who's been affectionate towards you?

Take the Magic Acorn to the Healer. She'll know what to do with it.

WATERFALL

- **Is there anything special about this waterfall?**

Isn't it pretty the way the water seems to fly down the falls? Wait, didn't you need "flying water" for something? It's more powerful than it appears. Just use one of your flasks on the waterfall to collect some of this "flying water."

THE HERMIT'S CAVE

(By the Waterfall)

- **I'm at a beautiful waterfall south of Spielberg. What's that doorway in the cliff?**

This is the doorway to the Hermit's cave.

Fighters:

I throw some rocks at his door to get his attention.

*



Thieves:

*



Magic Users:

*



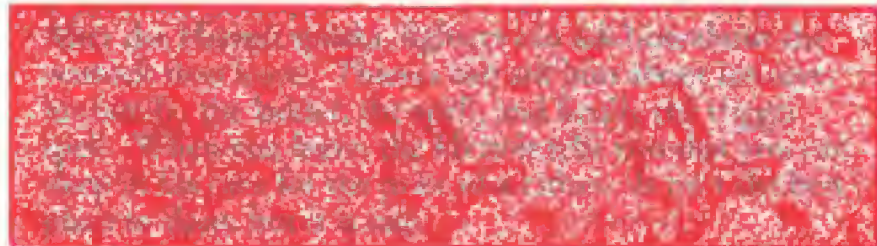
- I'm having trouble getting inside the Hermit's cave. He opens the door and I fall off the edge. What am I doing wrong?

*



- I'm inside the Hermit's cave. What do I do now?

*



NOTE: The following pages discuss some of the fiercest monsters you'll ever encounter. These are monsters that you must kill simply 'cause they need killing! Since these monsters are so wicked, don't be discouraged if you keep getting defeated by one of them. This just means your character still needs more toughening-up. Therefore, fight the less fierce monsters until you have more experience, then come back for another round!

OGRE

- How do I defeat the Ogre? He keeps killing me.

*



Fighters:

*



Thieves:

*



Magic Users:



Use the hand cursor to pick up some rocks from the ground beside the cliff. Next, select the rocks from inventory and use them on the cliff doorway. After hitting the door successfully three times, the Hermit will come out and speak to you.

Thieves:

Climb up to the ledge, then knock.

Magic Users:

Cast a Detect Magic spell (which the Green Meep gave you) and find his invisible ladder leaning on the rocks. Then use the Hand cursor to climb it. Then use the Hand cursor on the door to knock on the door.

- I'm having trouble getting inside the Hermit's cave. He opens the door and I fall off the edge. What am I doing wrong?

When the Hermit goes back inside use the hand cursor to climb the ladder. Then use the hand cursor on the door to knock on the door. Quickly walk to the right side of the door. Now when the Hermit opens the door, he won't hit you in the face with it and you can enter his cave.

- I'm inside the Hermit's cave. What do I do now?

After the Hermit speaks, fighters can ask him about the warlock then leave. Thieves can ask him about his cave, his family, the ladder, the spell, and finally the trigger spell. When you leave, the Hermit tells you that you can sleep in his cave for the price of a ration. It isn't the best place to sleep, but it is safe.

NOTE: The following pages discuss some of the fiercest monsters you'll ever encounter. These are monsters that you must kill simply 'cause they need killing! Since these monsters are so wicked, don't be discouraged if you keep getting defeated by one of them. This just means your character still needs more toughening-up. Therefore, fight the less fierce monsters until you have more experience, then come back for another round!

OGRE

- How do I defeat the Ogre? He keeps killing me.

Good question. Remember: you have to be tough.

Don't be too proud to run away from a monster that's too tough for your character. Sleep in the Magic meadow and try again the next day.

Fighters:

If your character is killed by one of these challenges, restore and try again. If you're not a strong Fighter, you might try using distance attacks. However, if you continue to lose, you'll have to build your skills some more by fighting less fierce monsters and resting.

Thieves:

Remember the Ogre is stupid and very slow. Therefore, you can easily out maneuver him just by running around him.

Magic Users:

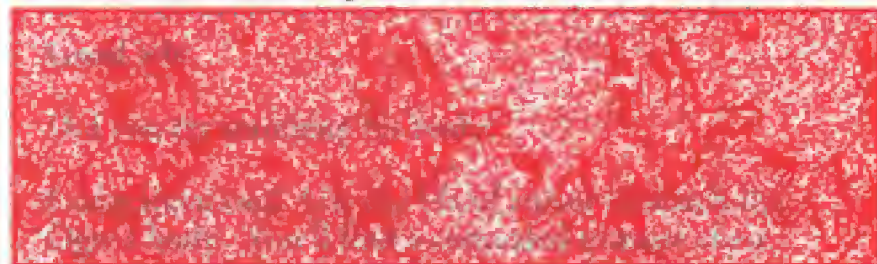
The bigger they are the harder they fall asleep.

*



- Yeah! I killed the Ogre. Now what should I do?

*



Fighters:

*



Thieves:

*



Magic Users:

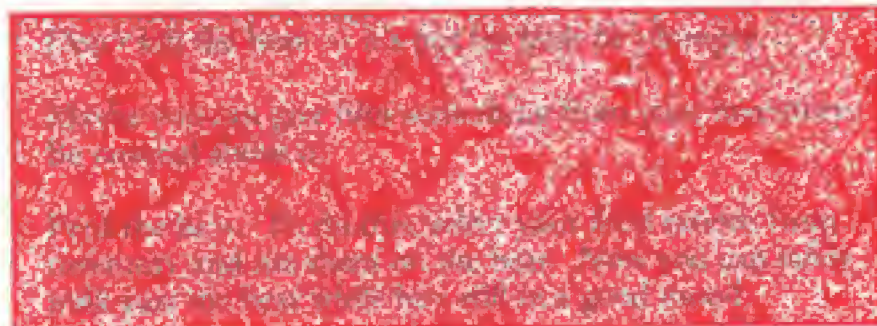
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THE BEAR AND KOBOLD CAVE

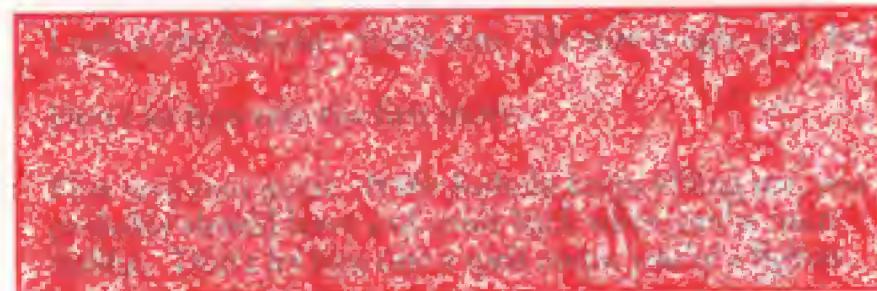
- Hey! This is one aggressive bear. When I try to walk past him, he tries to kill me. Am I supposed to kill him? Or how do I get past this bear?

*



- I got past the bear, now how do I defeat the Kobold?

*



Fighters:

*



Thieves:

*



Do any of your spells induce sleep? How about the one you picked up from inside the rock at Brana's Place?

Cast the Calm Spell to defeat the Ogre.

- **Yeah! I killed the Ogre. Now what should I do?**

Good job.

Did you try searching his body?

Congratulations! Use the Hand cursor to search the Ogre's body. You'll find a concealed treasure chest.

Fighters:

Select your sword from inventory and use it on the chest to open it. Take the treasure.

Thieves:

Select your lock pick from inventory and use it on the chest to open it. Take the treasure.

Magic Users:

Select the Open Spell from inventory and use it on the chest to open it. Take the treasure.

THE BEAR AND KOBOLD CAVE

- **Hey! This is one aggressive bear. When I try to walk past him, he tries to kill me. Am I supposed to kill him? Or how do I get past this bear?**

Don't kill the bear — it's not his fault he's hungry.

Maybe you can give him something from your inventory. Be rational about it.

Feed the bear. To do this, select your food rations from inventory and use them on the bear. Now you can safely walk past the bear while he's still in a good mood.

- **I got past the bear, now how do I defeat the Kobold?**

Look at the Kobold. Study him. He sure is ugly, isn't he?

Don't let him take the first move.

First save your game. If the Kobold keeps killing me, you probably should leave and come back when you're more skillful. Don't let him cast a spell unless you're a fighter.

Fighters:

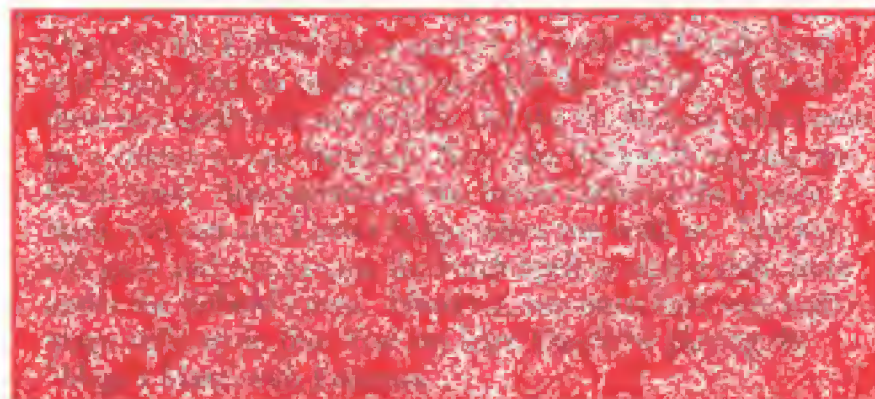
You must fight and defeat the Kobold.

Thieves:

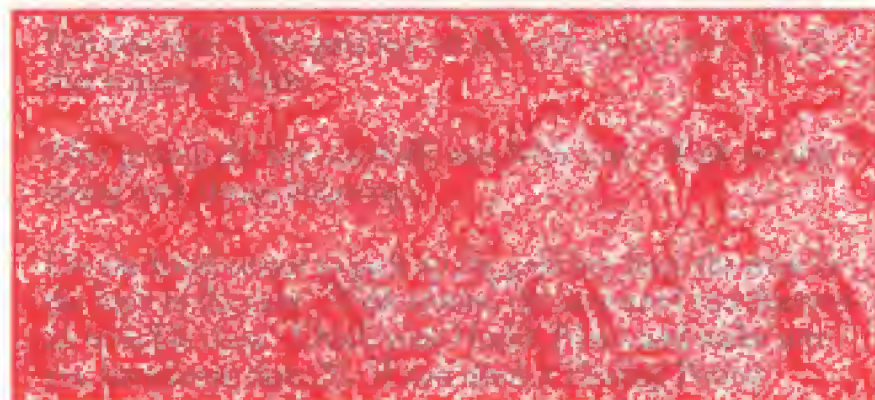
Sneak up to the Kobold and carefully remove its key. (Use sneak on the Action Bar.) If the Kobold keeps waking up, then you haven't practiced your sneaking skills enough.

Magic Users:

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- I killed the Kobold. What should I look for in his cave?



*

Fighters:

*



Thieves:

*



Magic Users:

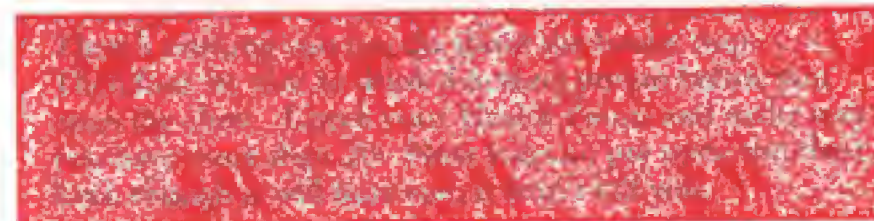
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- I opened the Kobold's treasure chest and it was booby trapped! How do I open this without getting killed?

Fighters:

*



Thieves:

*



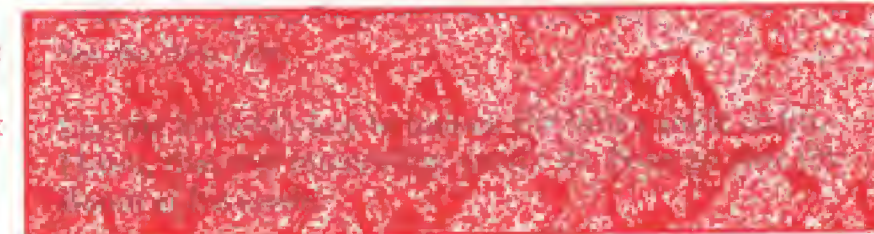
Magic Users:

*



- I've defeated the Kobold and searched his cave, is there anything more to do here?

*



*

Magic Users:

Don't let the Kobold cast a spell. Cast both the Dazzle Spell and Flame Dart in combination to kill the Kobold. Alternate these two spells over so carefully and the the Kobold won't even get a chance to cast Reversal! Now take the key by casting the Fetch Spell. Alternatively, if you haven't learned the Dazzle Spell, you can cast Detect Magic when you walk in. The key will glow and you can use the Fetch Spell to steal it right from under the Kobold's nose. However, you must have very high magic skills to do this. You can learn Dazzle by playing the 'Mage's Maze' with Erasmus.

- **I killed the Kobold. What should I look for in his cave?**

Did you notice that gold key on the rock in his cave? It's all that remains of him.

After getting the key, carefully search his cave. Walk around — seeing isn't always believing.

Use the hand cursor to pick up the gold key from the rock in the back of the cave. Walk around the cave until you discover an invisible chest. Check your Health Points and make sure you have more than 20. If not, drink a Healing Potion.

Fighters:

Select your sword from inventory and use it on the treasure chest to open it.

Thieves:

Select your lock pick from inventory and use it on the treasure chest to open it.

Magic Users:

Cast the Detect Spell to find the treasure chest. Then cast the Trigger or Open spell on the chest and get the treasure. Finally, cast the Fetch Spell to get the key.

- **I opened the Kobold's treasure chest and it was booby trapped! How do I open this without getting killed?**

Fighters:

There's nothing you can do about the booby trap. Therefore, be sure to drink a healing potion before you open the chest. Check your Health Points and make sure you have more than 20. Now you can pry open the chest. Even though it will hurt you, it won't kill you.

Thieves:

Your skills will help you here. Practice your lock-picking skill elsewhere and buy a Thieves' Tool kit at the Thieves' Guild.

Magic Users:

Cast the Open Spell on the chest from a distance.

- **I've defeated the Kobold and searched his cave, is there anything more to do here?**

Set the bear free.

Use the Kobold's key to unlock the bear's ankle chain. Hrm, that was interesting, wasn't it? Now go visit the Baron at his castle!

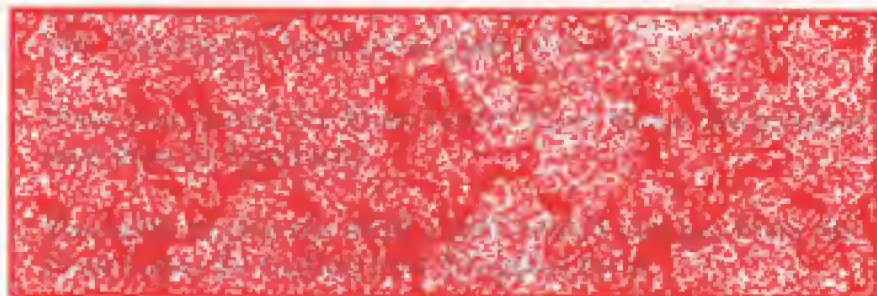
BABA YAGA

- Where is Baba Yaga's hut?



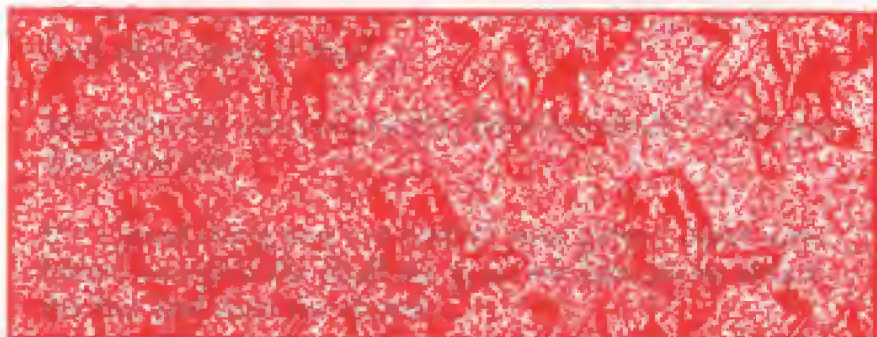
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- The skull at Baba Yaga's gate wants me to find him some eyes. Gross! Am I supposed to dig these up in the graveyard or what?



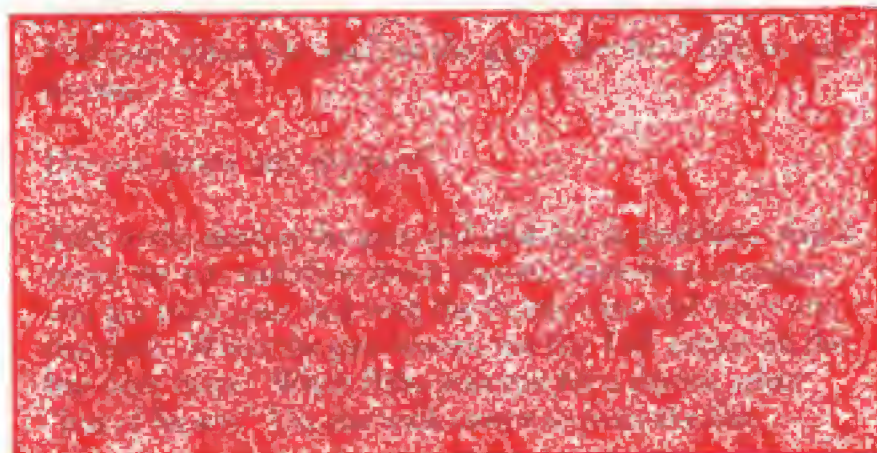
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- Hey! I gave that ungrateful skull new eyes and he sunk in ground without telling me the password! What do I do?



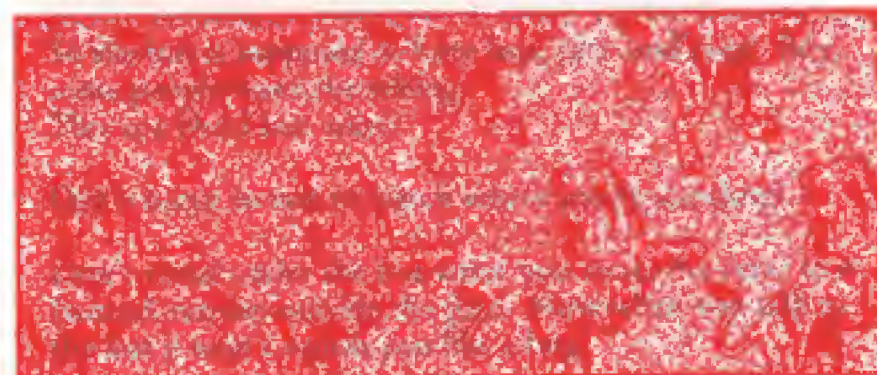
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- I found Baba Yaga's hut. Now how do I get this chicken thing to sit down?



*

- Hey! That stupid hut sat on me! Why doesn't it watch out where it's sitting?



*

- How do I make a deal with Baba Yaga?



BABA YAGA

- **Where is Baba Yaga's hut?**

Take a look at the wonderful map in the back of this book. Baba Yaga's hut is right on there.

From the Goblin Ambush area, go north. Approach the large skull at the gate.

- **The skull at Baba Yaga's gate wants me to find him some eyes. Gross! Am I supposed to dig these up in the graveyard or what?**

No. He doesn't want those kind of eyes.

Have you visited the Frost Giant? How about the produce merchant in Spielburg?

You want to give the skull a gem, which you got from the Frost Giant by trading him 50 apples for it.

- **Hey! I gave that ungrateful skull new eyes and he sunk in ground without telling me the password! What do I do?**

And who's fault is that?

You certainly can't blame this harmless skull — he's just doing his job.

It's a good thing you can restore your name. Next time, before you give the skull the gem, ask him about about the lost and then the rhyme.

- **I found Baba Yaga's hut. Now how do I get this chicken thing to sit down?**

Did you notice the skull at the gate? Bet he'd like to talk to you.

Do you know any rhymes?

Talk to the skull at the gate and find out its problem. Ask it about the hut and then about rhymes. Now select the gem you got from your deal with the Frost Giant and use it on the skull. When the gate lowers, use the Talk cursor on the hut door twice. When Baba asks you for a rhyme, select "hut of browns." Use the walk cursor to enter the hut.

- **Hey! That stupid hut sat on me! Why doesn't it watch out where it's sitting?**

So the hut is supposed to have legs, ears, and eyes? Boy, some people want everything.
This is a blind hut, okay?

Did it occur to you to watch where you're standing?

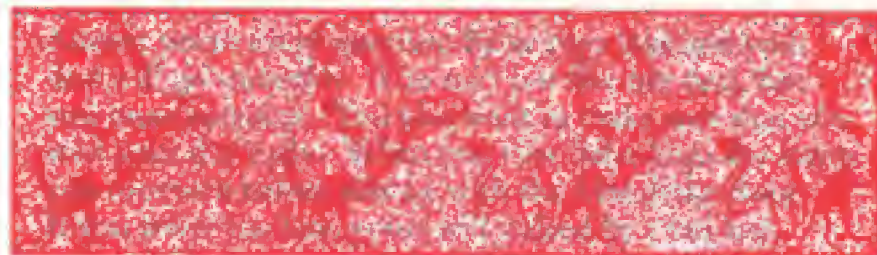
Don't stand under the hut when you recite the verse to it. Instead, remain outside the gate. Now when you talk to the hut it won't squish you like a bug.

- **How do I make a deal with Baba Yaga?**

This is an easy one: she never makes you an offer you can refuse.

Be agreeable.

*

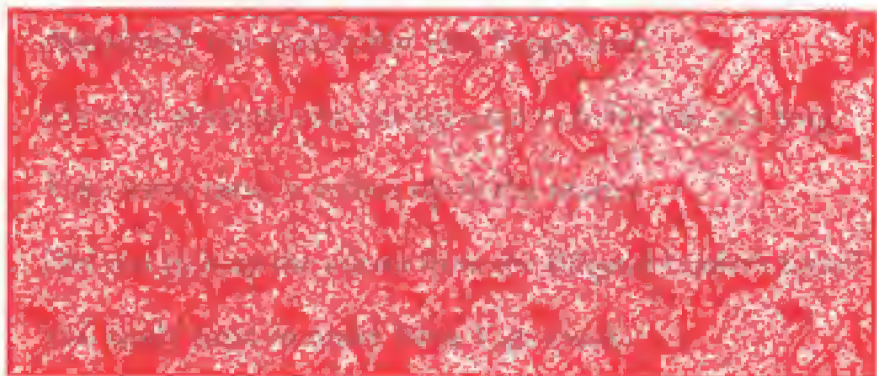


- Hey! I made good on my end of the deal, but when I brought the Mandrake Root to the old hag she turned me into a frog. What did I do wrong?

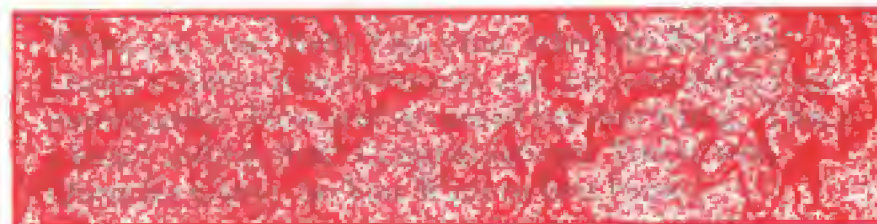


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- After saving the Brigand Leader, I went to Baba Yaga's and she turned me into a frog! Then the game ended. What kind of game ending is that?!

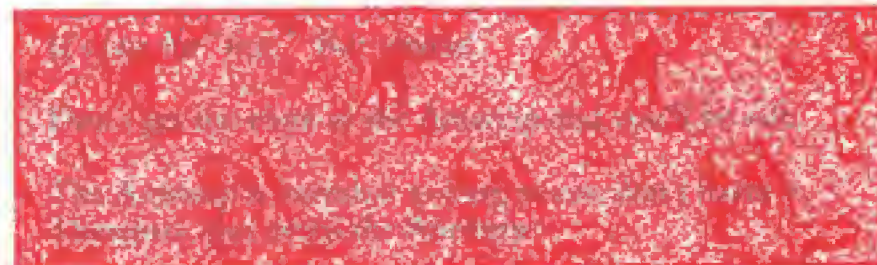


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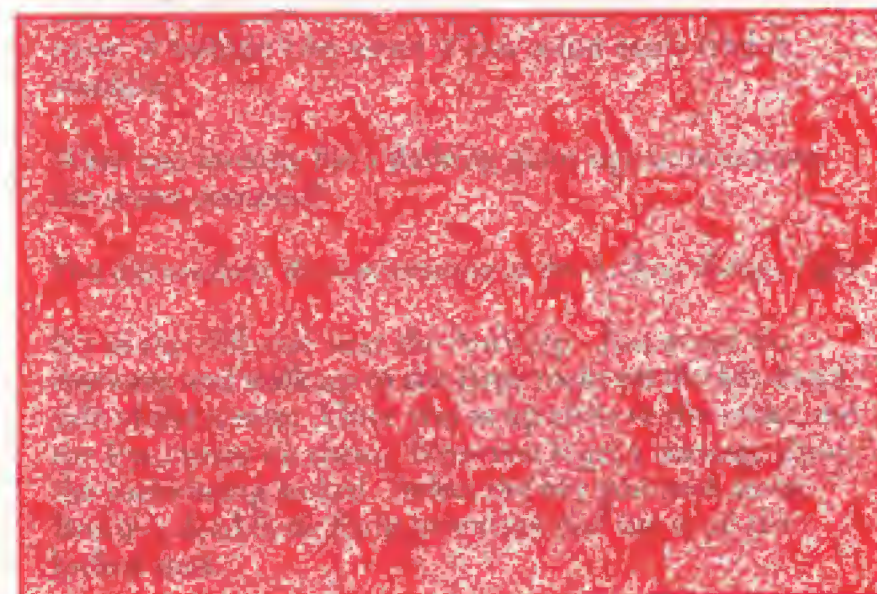
ANTWERP AREA

- The Antwerp is sure annoying. What purpose does it serve?



*

- I can't find the Secret Entrance to the Brigand Fortress. Where is it?



*

Answer yes to every question Baba Yaga asks and your deal will go smoothly. You may not like her deal, but you must accept it. You also want to make sure that you start your day early. When you visit Baba Yaga she wants you to return before sunrise with the Mandrake Root. If you arrive too late, yours will indeed be a sad fate.

- **Hey! I made good on my end of the deal, but when I brought the Mandrake Root to the old hag she turned me into a frog. What did I do wrong?**

Now is that any way to talk about sweet old Baba Yaga?

Maybe green seems to be your color.

You do remember how to restore your game?

You've taken too long to bring her the Mandrake Root. Remember she said to bring it back to her before dawn? Restore your game and this time get back to her hut sooner.

- **After saving the Brigand Leader, I went to Baba Yaga's and she turned me into a frog! Then the game ended. What kind of game ending is that?!**

Apparently you're not very happy with...

Oh well, perhaps you can get used to living life as a frog.

Take some time to reflect upon the matter.

Did you pick up the mirror from the Brigand Leader's room?

You really need to make Baba Yaga crank.

When you enter Baba Yaga's hut, select the Brigand Leader's mirror from inventory and use it on Baba Yaga immediately. Now you've turned her into a frog. That's a better ending, huh? Congratulations! You've won Quest for Glory: Do You Want to be a Hero.

ANTWERP AREA

- **The Antwerp is sure annoying. What purpose does it serve?**

It's just for "fun." But whose?

Don't get too close to the Antwerp and you'll be safe.

The Antwerp is harmless as long as you don't harm it. Therefore, just avoid the Antwerp.

- **I can't find the Secret Entrance to the Brigand Fortress. Where is it?**

Now, it wouldn't be secret if you could easily find it, would it?

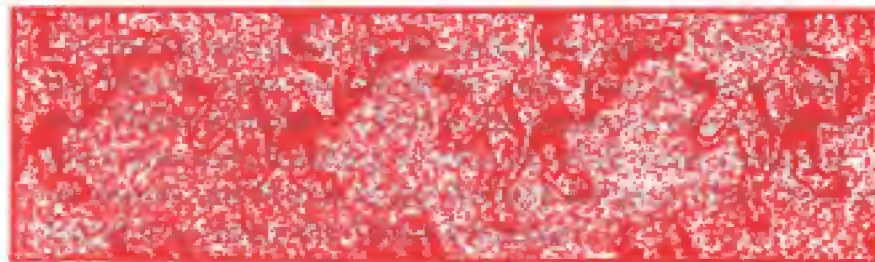
Were you looking for a flashing neon sign announcing the secret entrance?

You did overhear the conversation at the Archery Range, right?

It's in the cliff-side near the Antwerp. Just avoid the Antwerp and walk up to the large rocks on the left-hand side of the screen. Once you're up close to the rocks, use the Eye cursor on them. Now you'll get a message about the rocks being locked. Select the key you took from Brutus's dead body from inventory and use it on the locked rock.

Fighters:

*



Thieves:

*



Magic Users:

*

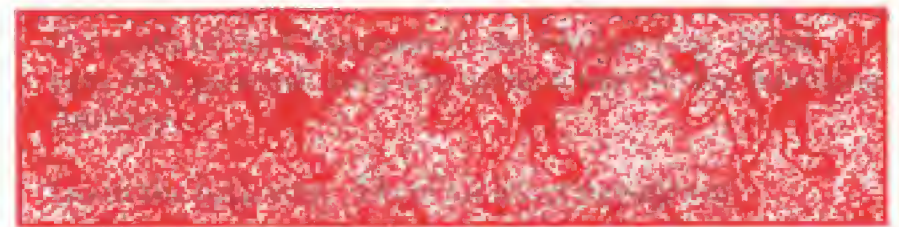


BRIGAND FORTRESS

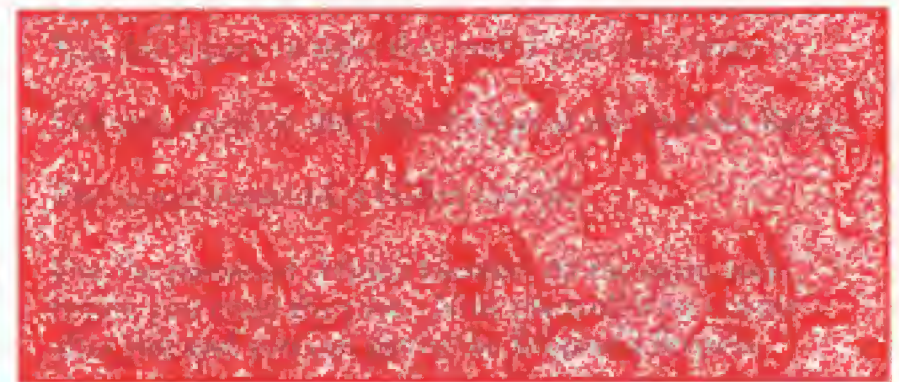
- Every time I try to enter the Brigand Fortress, I get killed. How do I get in the Brigand Fortress?



*



- I got past the secret entrance and inside the Brigand's cave. Now how do I defeat this troll?



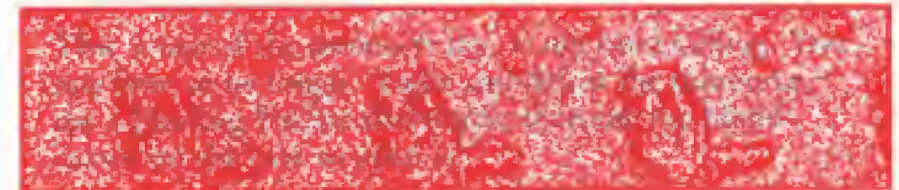
*

- All right! I got inside the Brigand Fortress. Who's the mean-looking bull with the bad breath and how am I supposed to get around him?



Fighters:

*



Fighters:

Use the Hand cursor on the rock to move it. Then use the Mouth cursor to talk to the rock. Your character will say "Hidden Goseke." (This is the password you overheard when you were listening so intently while eavesdropping on Bruno and Brutus at the Archery Range.) Hey! You've found it — enter the Secret Entrance.

Thieves:

Use your lock pick on the lock to open it. Then use the Mouth cursor to talk to the rock. Your character will say "Hidden Goseke." (This is the password you overheard when you were listening so intently while eavesdropping on Bruno and Brutus at the Archery Range.) Hey! You've found it — enter the Secret Entrance.

Magic Users:

Cast the Open Spell. Then use the Mouth cursor to talk to the rock. Your character will say "Hidden Goseke." (This is the password you overheard when you were listening so intently while eavesdropping on Bruno and Brutus at the Archery Range.) Hey! You've found it — enter the Secret Entrance.

BRIGAND FORTRESS

- **Every time I try to enter the Brigand Fortress, I get killed. How do I get in the Brigand Fortress?**

Don't go in the front door.

I have seen the Antwerp.

Go south of the Crossroads to the Hollow Log. I lead east, then go south until you come across the big bouncing Antwerp.

Go in the back way. There's a secret passageway.

- **I got past the secret entrance and inside the Brigand's cave. Now how do I defeat this troll?**

You don't have to fight this troll if you don't want to.

Did you overhear the conversation at the Archery Range?

The secret password is Hidden Goseke.

Use the password (Hidden Goseke) on the open rock before you enter the cave. Now the troll won't come after you and you can get to the Brigand's fortress.

- **All right! I got inside the Brigand Fortress. Who's the mean-looking bull with the bad breath and how am I supposed to get around him?**

That's the minotaur! Don't let him hear you talk like that.

Fighters:

This is one of the monsters that really need killing. You just have to be tough. Fight and defeat the minotaur, use a Healing Potion afterwards, then use the Hand cursor on the gate to open it.

Thieves:

*



Magic Users:

*



- I got past old bull breath. Now how do I get around the barriers inside the fortress without getting caught?

*

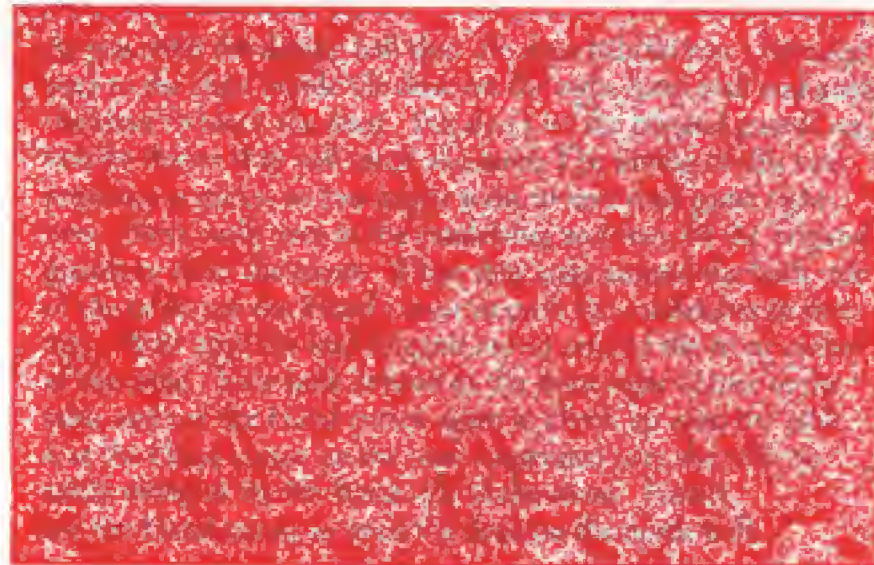


- I'm in the Brigand Cafeteria. Those three guys are chasing me? Are they waiters or what?



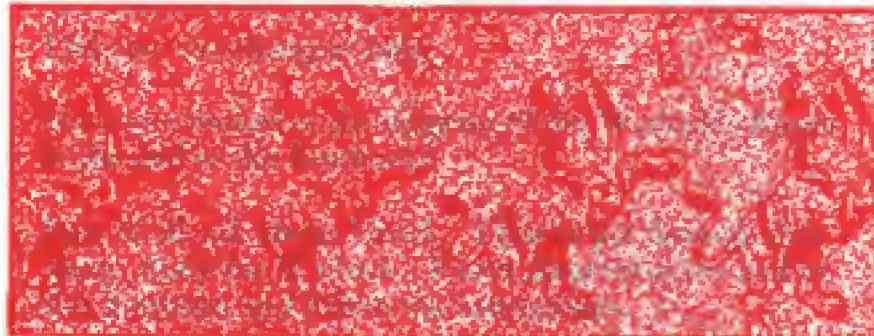
- Okay. So how do I keep these guys from killing me in the Brigand cafeteria?

*



- I got past the Brigands in the cafeteria. Now how do I get past this guy — what's his name? — Yorick!

*



- All right! I made it past Yorick! But this Brigand in the next room killed me. What am I doing wrong?



Thieves:

This is a tough monster and your skills must be at their best. Use all your stealth to sneak to the wall, then across the rocks on the right-hand side. Then climb over the wall.

Magic Users:

Cast the Calm Spell on the Minotaur when he sleeps. Be sure not to make any noise or you'll wake him up. Then cast the Open Spell on the gate.

- **I got past old bull breath. Now how do I get around the barriers inside the fortress without getting caught?**

First save your game.

Did you try a little trial and error?

Go around barrier to the left and go across the right bridge. Approach center of the last barricade area. Use the eye cursor to look at the rope. Then use the Walk cursor on the center of the rope to step over it.

- **I'm in the Brigand Cafeteria. Those three guys are chasing me? Are they waiters or what?**

You don't want to wait around to find out. Better save your game.

No, these aren't waiters. They're Brigands. And if they catch you, they'll kill you.

- **Okay. So how do I keep these guys from killing me in the Brigand cafeteria?**

As you enter the dining hall shut the door behind you. Next, go over to the chair beside the door on the right hand wall and push the chair to block the door. But don't let the brigand guards see you do this or they will catch you later. The timing of this text sequence is tricky, so you might want to save your game right here. Next, walk over to the candelabra and wait for the brigand guards to enter the room. When they walk around the back side of the table, use the Hand cursor to push the candelabra in their way. Wait until the lead brigand moves around the front corner of the table. Now walk around to the front right-corner of the table and use the Hand cursor again to climb up onto the table. Use the Hand cursor on the rope suspended over the table to safely swing to the left-hand side of the room. Finally, use the Hand cursor to open the door on the north wall.

- **I got past the Brigands in the cafeteria. Now how do I get past this guy — what's his name? — Yorick!**

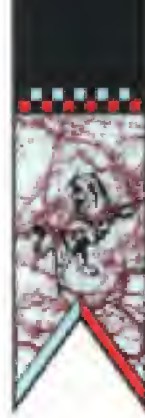
Did you try talking to him?

Have you looked at the diagram of the Warlock's Room at the end of this hintbook?

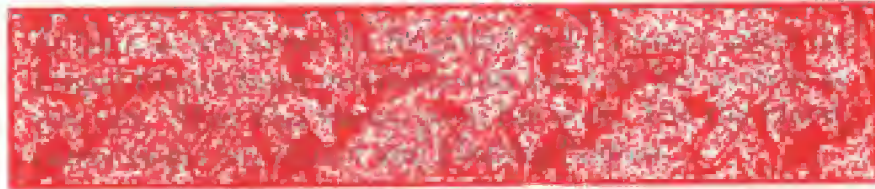
First of all, ask about Yorick. Then to get through this room, study the Warlock's Room diagram at the end of this hintbook and follow the instructions.

- **All right! I made it past Yorick! But this Brigand in the next room killed me. What am I doing wrong?**

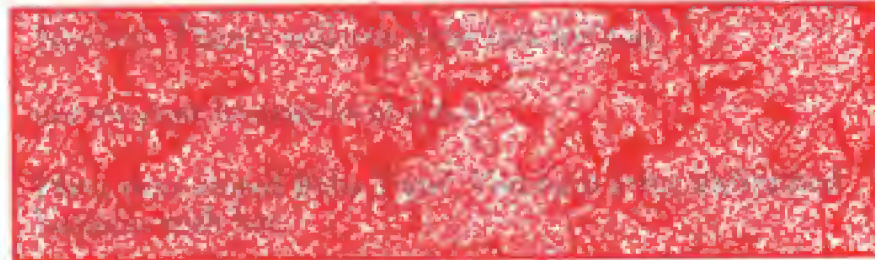
Do you have the Dispel Potion from the Healer?



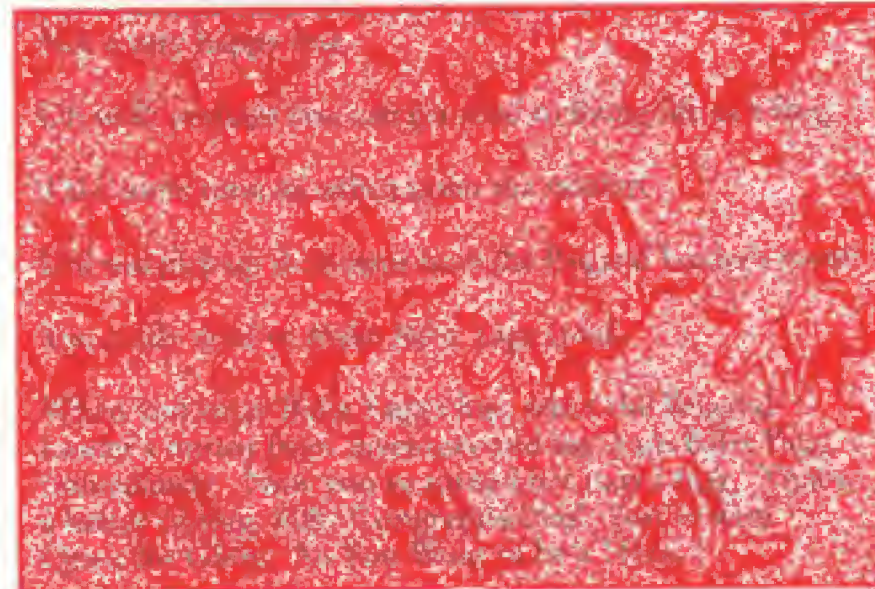
NOTES



- Whoa! I saved the Brigand Leader! Have I won the game?



- I went to Baba Yaga's and she turned me into a frog!
What kind of ending is that!



As soon as you enter the Brigand Leader's room, select the Dispel Potion from inventory and use it on her as soon as you can. After Elsa leaves, go to her desk. Use the Hand cursor to get her mirror and Healing Potions.

- **Whoa! I saved the Brigand Leader! Have I won the game?**

Not yet. There's still one more task for you.

Go see your favorite local witch.

Have you visited Baba Yaga? You have some unfinished business with her.

- **I went to Baba Yaga's and she turned me into a frog!
What kind of ending is that!**

Not a very happy one.

Oh well, perhaps you can get used to living life as a frog.

Take some time to reflect upon the matter.

Did you pick up the mirror from the Brigand Leader's room?

You really need to make Baba Yaga crank.

When you enter Baba Yaga's hut, select the Brigand Leader's mirror from inventory and use it on Baba Yaga immediately. Now you've turned her into a frog. That's a better ending, huh? Congratulations! You've won *Quest for Glory: So You Want to be a Hero*.



NOTES





AFTER YOU HAVE COMPLETED THE GAME

ONE FINAL NOTE (from Corey Cole):

Thank you for persisting to the end of the game. Now that you've become a real hero, follow the instructions to save your character on a floppy disk. Then you have a choice—start over as another character type, or go straight on to Quest for Glory 2: Trial by Fire. Your saved character can also be imported directly into Quest for Glory 3: The Wages of War. You really ought to buy both of them, you know. (Hey!! Who let the designer in here anyway?!!)

Did you try the following fun-but-stupid actions?

- Visiting the magic lake several times?
- Drinking the Dragon's Breath in the Aces and Eights tavern?
- Harming the Hermit?
- Eating the Magic Mushrooms you found in the fairy ring?
- Entering the secret passage to the Brigand Fortress without saying the secret password (Hidden Goseke)?
- Walk in the Fairy Circle at night?

Fighters:

- Using your sword on the Antwerp, then walking to another screen with your sword drawn?
- Using your sword on a Seed-Spitting Sporea?
- Using your sword on the Meeps?

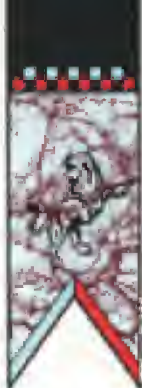
Thieves:

- Climbing upstairs in the Little Old Lady's house in Spielberg?
- Attacking the Little Old Lady's cat?
- Opening the music box in the Sheriff's House? (Listen at the various doors and then check them out in bottom to top order.)
- Standing in front of the Dag-Nab-It board?

Magic Users:

- Casting the Flame Dart at the white stag then visiting the Dryad?
- Casting the Trigger Spell in the Hermit's cave?
- Walking into the Fairy Ring at night?



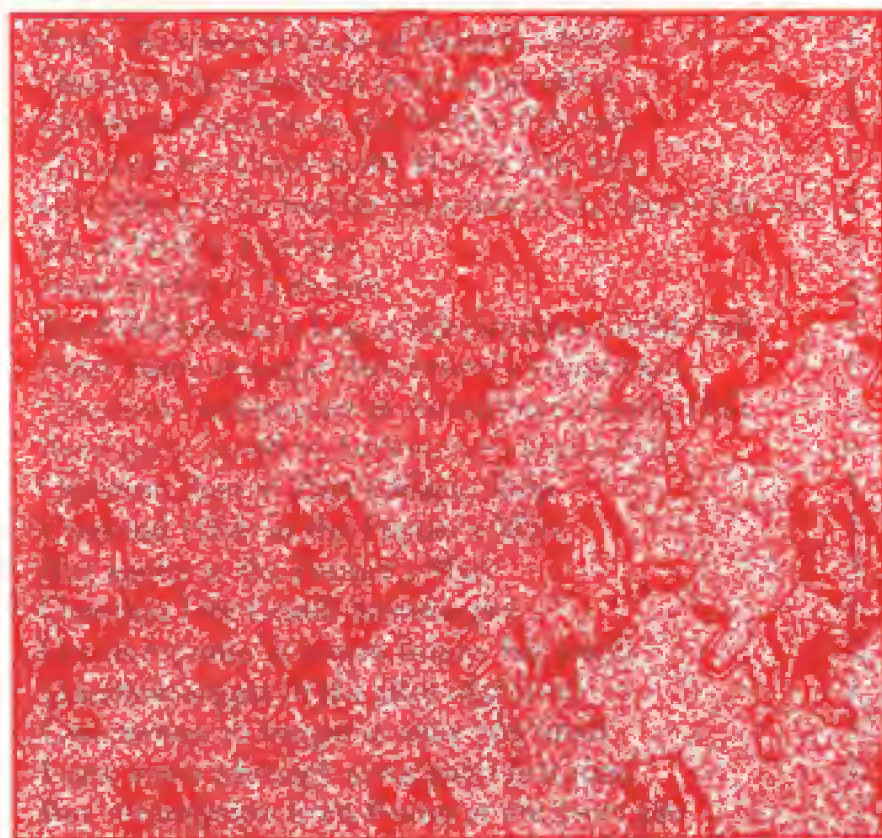


POINTS LISTS

Points every character can get:
In the Town of Spielberg:

Action

Point Value



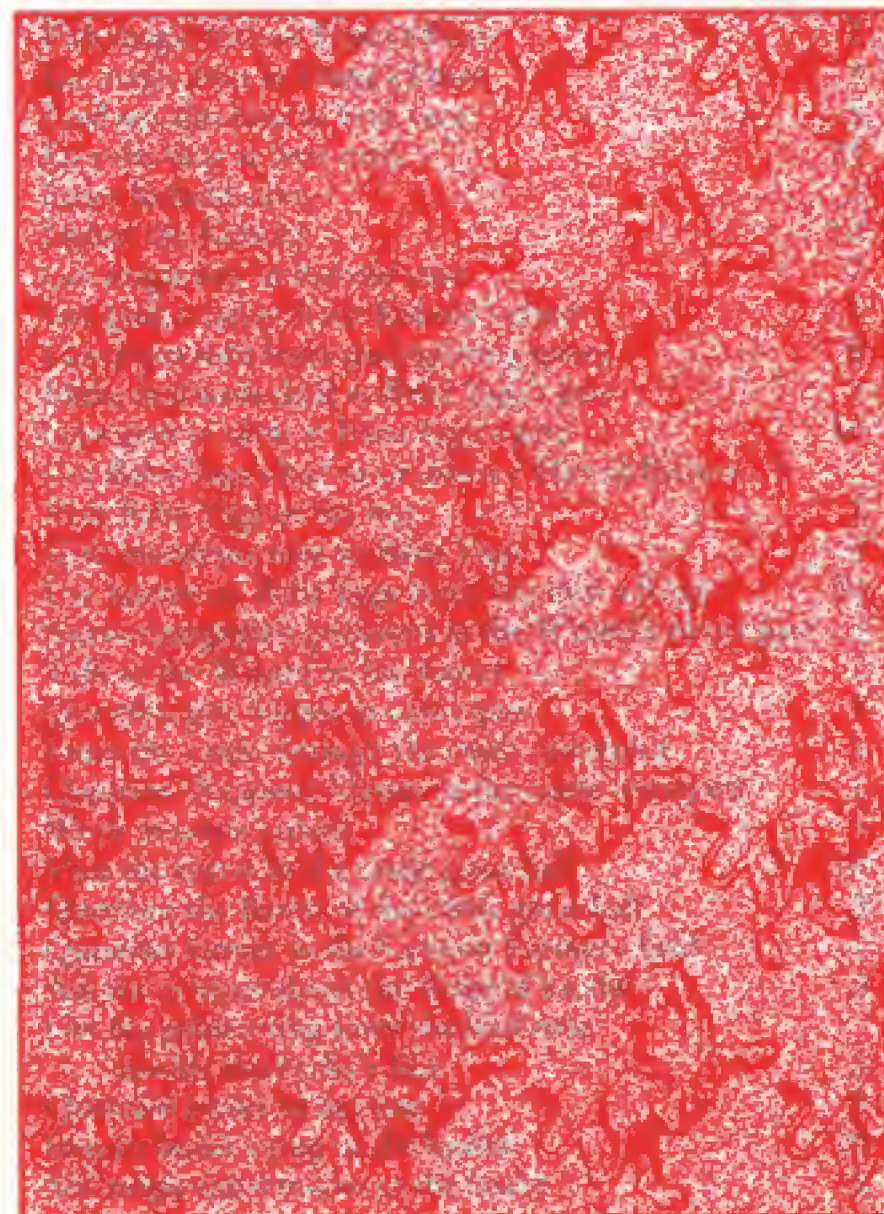
Subtotal

37

In the Wilderness:

Action

Point Value





POINTS LISTS

Points every character can get:

In the Town of Spielberg:

Action	Point Value
Enter the town in front of Sheriff's Office	1
Question the Sheriff in front of his office	1
Question Shameen at the Hero's Tale Inn	1
Question merchant at the Hero's Tale Inn	5
Give money to (or feed the) merchant at the Hero's Tale Inn	2
Enter a Hero's Tale Inn	1
Sleep at Hero's Tale Inn	1
Read Adventurer's Log at Adventurer's Guild Hall	4
Enter name in log at Adventurer's Guild Hall	1
Question Guildmaster in Adventurer's Guild Hall	1
Read quest board in Adventurer's Guild Hall	6
Question Zara at Zara's Magic Shop	1
Question Hilde at the Farmer's Mart	1
Buy apples at the Farmer's Mart	3
Question Dry Goods Storekeeper	1
Get secret note in tavern (under bar stool)	2
Question beggar in the alley (daytime)	1
Give money to beggar in alley (daytime)	1
Leave town (through town gate) first time	1
Buy information from Britno at the town gate	2
Subtotal	37

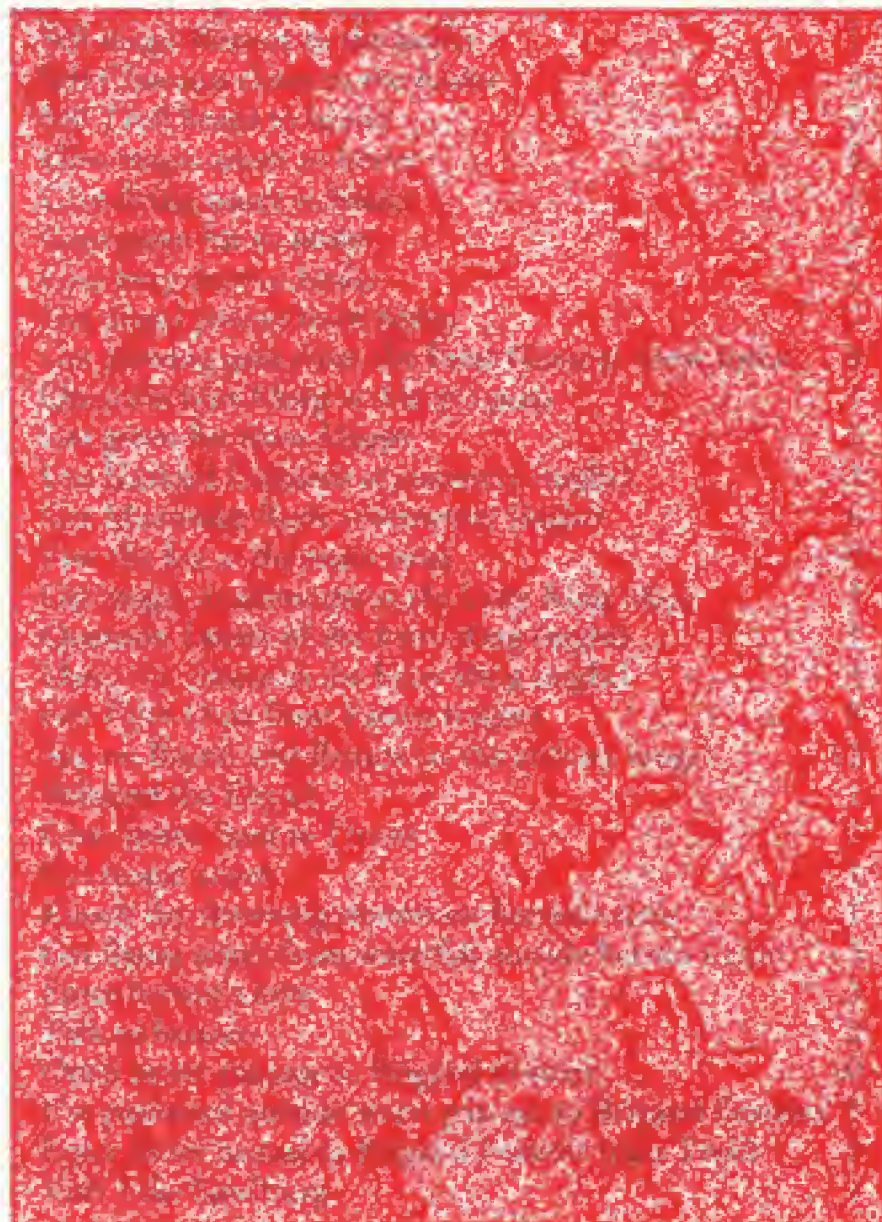
In the Wilderness:

Action	Point Value
Pick magic fruit at Frana's Peace	2
Eat magic fruit at Frana's Peace	12
Feed or calm bear at bear cave	3
Free the bear at bear cave	25
Enter Kobold cave	1
Defeat the Kobold	10
Get magic key in Kobold cave	1
Get gold treasure from Kobold's chest	5
Get spirea seed from seed-spitting spirea	8
Make deal with skull at Baba Yaga's gate	2
Give gem to skull at Baba Yaga's gate	10
Get Baba Yaga's hut to sit down ("Hut of Brown")	1
Visit Baba Yaga in her hut	2
Give mandrake root to Baba Yaga	3
Use mirror on Baba Yaga (turn her into a frog)	50
Answer gargoyle's questions at the Wizard's tower gate	3
Talk to the Wizard in his Tower	1
Question gate keeper at castle gate	5
Enter the castle through the castle courtyard	1
Question Weapons Master in the castle courtyard	1
Work in castle stables	5
Visit the baron in the castle great hall	10
Question the Baron in the castle great hall	3
Question farmer in the Centaur Farmer's field	1
Ask the centaur about the Brigand Leader	3
Get the golden ring from the bird nest outside the healer's hut	3
Question healer in her hut	2
Return healer's ring to the healer	10
Sell magic mushrooms in the healer	1

In the Wilderness: (cont.)

Action

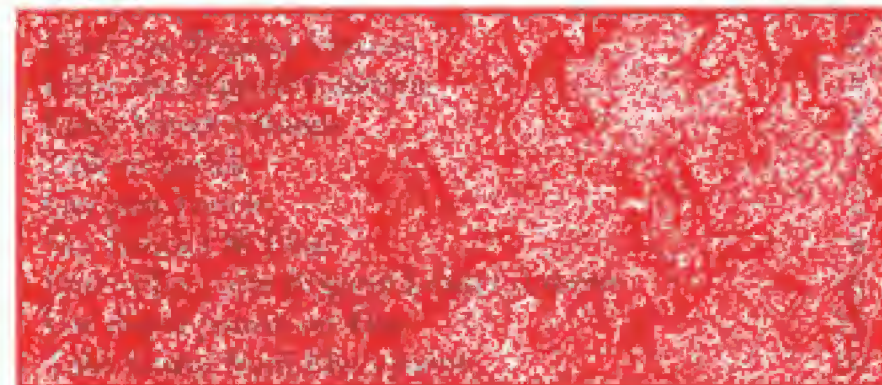
Point Value



In the Wilderness: (cont.)

Action

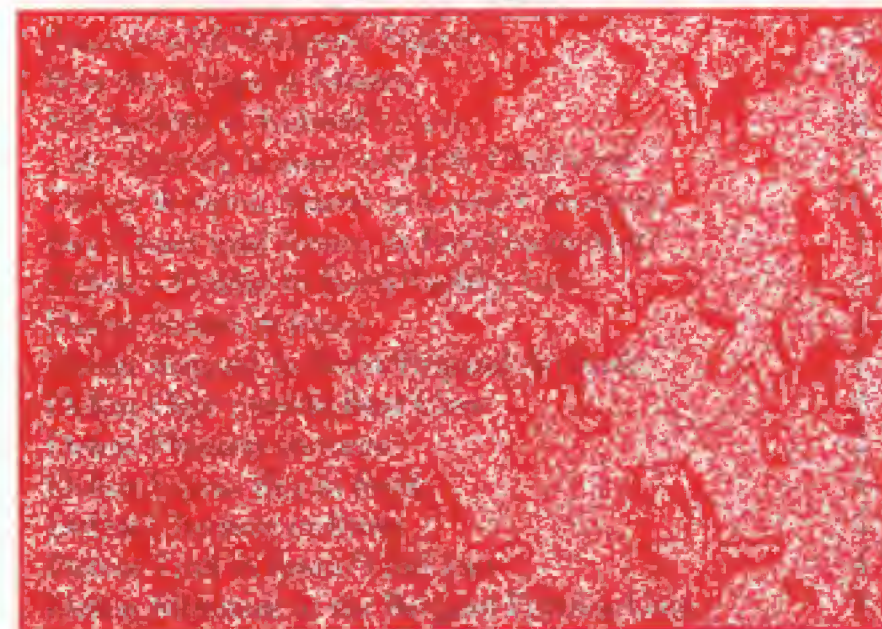
Point Value



Subtotal

400

Points only Fighters can get:



Subtotal

63

In the Wilderness: (cont.)

Action	Point Value
Sell magic flowers to the healer	1
Sell Cheetaur claws to the healer	2
Sell Troll beard to healer	2
Give magic acorn to healer	5
Give flying water to healer	2
Give green fur to healer	2
Give fairy dust to healer	2
Get dispel potion from healer	2
Get glowing gem from the Frost Giant at snow forest	8
Question boss Meep at Meep's peep	1
Get green fur from Meeps	5
Use Undead Unguent at cemetery (night)	2
Get Mandrake Root at cemetery (night)	6
Free the fox at the main road	10
Get magic mushrooms at the Fairy Ring (day)	3
Question Fairies of the Fairy Ring (night)	1
Dance by choice at the Fairy Ring (night)	3
Get Fairy Dust from Fairies (night)	8
Spy on Bruno and Brutus at the archery range	12
Befriend the Dryad	1
Give Spirea Seed to Dryad	7
Get magic acorn	1
Knock (by throwing stones) on hermit's door	1
Get flying water from waterfall outside hermit's cave	3
Enter hermit's cave	5
Talk to hermit	2
Open secret passage to Brigand Fortress	10
Use password outside secret passage to Brigand Fortress	5
Enter secret tunnel to Brigand Fortress (past Troll)	2
Visit Lake Spielberg	1

In the Wilderness: (cont.)

Action	Point Value
Enter the Brigand Fortress	8
Enter the Brigand Canteen	8
Enter Yorick's Room	8
Talk to Yorick	2
Get past Yorick	2
Say Yorick OR Elsa	8
Enter Elsa's (the Brigand Leader's) room	10
Use dispel potion on Elsa	35
Take mirror from Elsa's room	10
Subtotal	400

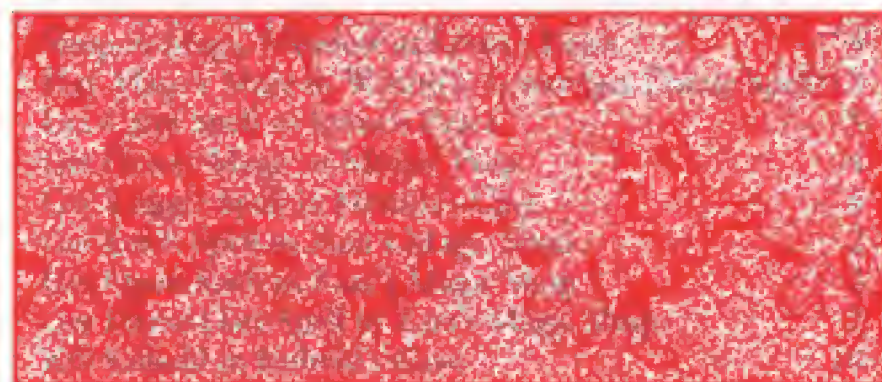
Points only Fighters can get:

Practice with Weapons Master	3
Beat the Weapons Master	10
Kill Kobold in Kobold's Cave	10
Take fighting lessons in Castle Courtyard	3
Defeat Weapon Master in Castle Courtyard	10
Buy Chain mail Armor in Dry Goods Store	3
Defeat a Goblin in forest/Goblin Lair	1
Defeat Saurus in forest	1
Defeat Brigand in forest/Brigand Ambush	1
Defeat Ogre outside Bear Cave	2
Defeat Mantray in forest	2
Defeat Saurus Rex in forest	4
Defeat Cheetaur in forest	4
Defeat Troll in forest/Troll Lair	4
Defeat Minotaur at the Brigand Fortress Gate	5
Subtotal	63

Points only Magic Users can get:

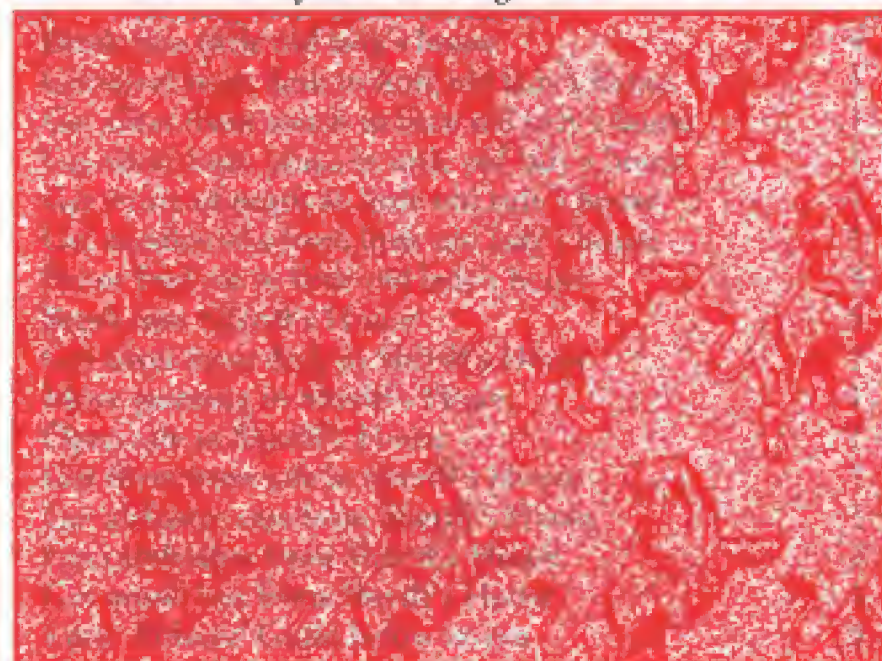
Note: It is possible for magic users to defeat all monsters.

Action	Point Value
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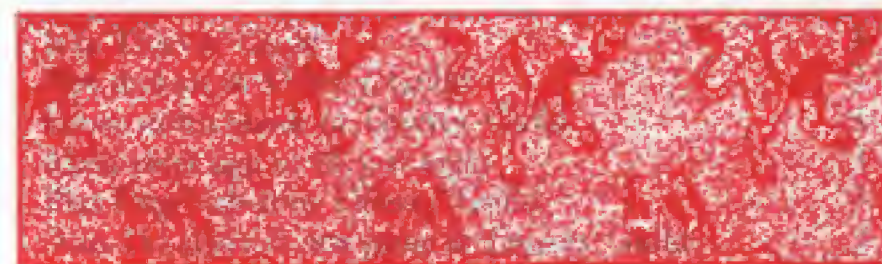
Subtotal	46
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Points only Thieves can get:



Points only Thieves can get: (cont.)

Action	Point Value
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Subtotal	50
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Getting Negative Points:



Subtotal	-55
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Points only Magic Users can get:

Note: It is possible for magic users to defeat all monsters.

Action	Point Value
Sleep in Magic Meadow at Erana's Peace	5
Play Mage's Maze in Wizard's Tower (get Dazzle Spell)	12
Get Calm Spell in Erana's Peace	5
Get Detect Magic at Meeps' Peep	4
Get Trigger Spell in Hermit's Cave	4
Get Perch Spell in Zara's Magic Shop	2
Get Open Spell in Zara's Magic Shop	2
Get Flame Dart Spell in Zara's Magic Shop	2
Kill Kobold in Kobold's Cave	10
Subtotal	46

Points only Thieves can get:

Break into little old lady's house	5
Get silver from desk in little old lady's house	1
Get silver from crutch in little old lady's house	1
Get silver from purse in little old lady's house	1
Get string of pearls in little old lady's house	1
Get candlesticks from little old lady's house	1
Pet or feed cat in little old lady's house	3
Break into Sheriff's House	5
Get silver from desk in Sheriff's House	1
Move painting in Sheriff's House	1
Open safe in Sheriff's House	1
Get silver from safe in Sheriff's House	1
Get alabaster vase from Sheriff's House	1
Get candelabra from Sheriff's House	1
Get music box from Sheriff's House	1
Enter Thieves' Guild below tavern	5

Points only Thieves can get: (cont.)

Action	Point Value
Join Thieves' Guild	5
Buy tool kit in Thieves' Guild	3
Fence stolen goods in Thieves' Guild	3
Make thief sign on alley at night	3
Play Dag Nub-It in Thieves' Guild	3
Win 25+ silver in one game at Thieves' Guild	5
Subtotal	50

Getting Negative Points:

Kill Bear	-25
Kill Seed-spitting Spores	-10
Kill the fox	-10
Get drunk	-5
Eat the Acorn	-5
Subtotal	-55







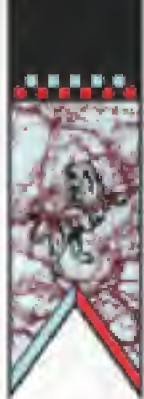
WARLOCK'S ROOM



Go in Door 1 which takes you out door 2. (or fall over edge and click hand on path to stop)
Go through Door 3 which takes you to 4. Click hand on rope. Go back through 4 and then go in Door 5. This takes you to Door 6. Step out in front of Door 7. Click hand on door and step back into Doorway 6. After door falls, step back out. Click hand on door and walk out of this room.

WIZARD GAME





NOTES

[illegible]



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To reveal the **HIDDEN** clues, place the red Adventure Window over the red patterned areas in your hint book so that the dial shows through the hole.



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Window